



Sprint Review 2 - 18/09/2020

Date	Sep 18, 2020
Issues	<div> <div>MYR-34: Manage food and its evolution DONE</div> <div>MYR-40: Manage anthill behaviour and evolution DONE</div> </div>
Status	GREEN
Participants	@Martina Cavallucci (Scrum Master), @simone Golinucci, @Linda Guiducci, @Matteo Magnini (Product Owner)

Report summary

Epic Goal:

- Manage food and its interaction with ants
- Manage anthill behavior and its interaction with ants

User Story Goal : As a user I want to see the interaction of ants with food and anthill so that I can have visual feedback.

The team successfully delivered a graphic interface where the final user can watch ants eating food and return the their anthill

The simulation can be stopped, paused and restarted.

Epic	Story	Task Description	Assigned to	Priority	Estimated Story Points	Actual Hours	Current State	Will Demonstrate
<div> <div>MYR-34: Manage food and its evolution DONE</div> <div>?</div> </div>	<div> <div>MYR-35: Visualizing food and its evolving DONE</div> </div>	<ul style="list-style-type: none"> Visualizing food and its decreasing due to ants eating 	<div>@simone Golinucci</div> <div>@Linda Guiducci (helper)</div> <div>@Martina Cavallucci (helper)</div>	Medium	8	3h * 3	Done	Yes
	<div> <div>MYR-36: Create Food state DONE</div> </div>	<ul style="list-style-type: none"> Create food object and its properties 	@simone Golinucci	High	2	2 h	Done	Yes
	<div> <div>MYR-37: Environment -> Food DONE</div> </div>	<ul style="list-style-type: none"> Implement interaction between environment and food 	@Linda Guiducci	High	5	6h	Done	Yes

		<ul style="list-style-type: none"> Environment notice that ants eat food 						Edit
	<div>MYR-38:</div> <div>Ant -> Food</div> <div>DONE</div>	<ul style="list-style-type: none"> When ants find food they can eat it After eating ant energy increase 	@Linda Guiducci	High	3	6h	Done	Yes
	<div>MYR-41:</div> <div>Visualizing anthill</div> <div>DONE</div>	<ul style="list-style-type: none"> Display simulation entities (ants, obstacle) in view Display entities movement 	@Martina Cavallucci	High	5	3 h	Done	Yes
<div>MYR-40:</div> <div>Manage anthill behaviour and evolution</div> <div>DONE</div>	<div>MYR-42:</div> <div>Anthill State</div> <div>DONE</div>	<ul style="list-style-type: none"> State of the anthill and the interaction with the ant 	@Matteo Magnini	High	3	8h	Done	Yes
	<div>MYR-43:</div> <div>Anthill -> Environment</div> <div>DONE</div>	<ul style="list-style-type: none"> Environment aware of anthill Environment interaction between anthill 	@Martina Cavallucci @Matteo Magnini (helper)	High	2	3h * 2	Done	Yes
	<div>MYR-44:</div> <div>Ant go anthill</div> <div>DONE</div>	<ul style="list-style-type: none"> Competence for going back home Interaction with anthill 	@Matteo Magnini	Medium	8	14 h	Done	Yes
	<div>MYR-15:</div> <div>Gui start/stop/restart simulation</div> <div>DONE</div>	<ul style="list-style-type: none"> Simulation can pause, stop and restart 	@Martina Cavallucci	High	2	8h	Done	Yes
	<div>MYR-32:</div> <div>Environment handles creation and death of entities</div> <div>TO DO</div>	<ul style="list-style-type: none"> User can create and remove ant 	@Martina Cavallucci	High	1	4h	In progress	No

Burndown Chart

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