



## Sprint Review 2 - 18/09/2020

Date	Sep 18, 2020
Issues	<div> <div>MYR-34: Manage food and its evolution <b>DONE</b></div> <div>MYR-40: Manage anthill behavior and evolution <b>DONE</b></div> </div>
Status	<b>GREEN</b>
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 <b>DONE</b></div> <div>MYR-35: Visualizing food and its evolving <b>DONE</b></div> <div>MYR-36: Create Food state <b>DONE</b></div> <div>MYR-37: Environment -&gt; Food <b>DONE</b></div> </div>	<div> <div>MYR-35: Visualizing food and its evolving <b>DONE</b></div> </div>	<ul style="list-style-type: none"> <li>• Visualizing food and its decreasing due to ants eating</li> </ul>	<div> <div>@simone Golinucci</div> <div>@Linda Guiducci (helper)</div> <div>@Martina Cavallucci (helper)</div> </div>	Medium	8	3h * 3	Done	Yes
	<div> <div>MYR-36: Create Food state <b>DONE</b></div> </div>	<ul style="list-style-type: none"> <li>• Create food object and its properties</li> </ul>	<div> <div>@simone Golinucci</div> </div>	High	2	2 h	Done	Yes
	<div> <div>MYR-37: Environment -&gt; Food <b>DONE</b></div> </div>	<ul style="list-style-type: none"> <li>• Implement interaction between environment and food</li> </ul>	<div> <div>@Linda Guiducci</div> </div>	High	5	5h	Done	Yes

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

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Burndown Chart

