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Sprint Review 4 - 04/10/2020

Date	Oct 04 , 2020					
Issues	MYR-6: Patrolling DONE MYR-58: Data structure optimization DONE					
Status	GREEN					
Participants	@Martina Cavallucci (Scrum Master), @simone Golinucci , @Linda Guiducci , @Matteo Magnini (Product Owner)					

Report summary

Epic Goal:

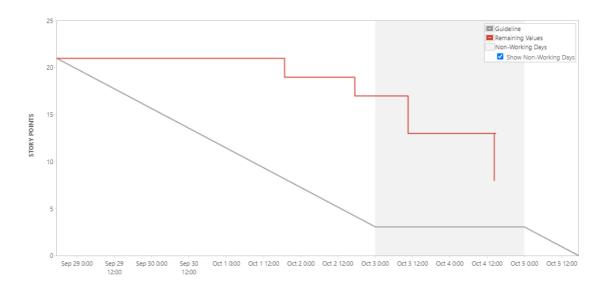
- Study and implement data structure optimization
- Arrange patrolling entities

User Story Goal: As a user I want the ants to have the patrolling behavior so that I can simulate it in silicon

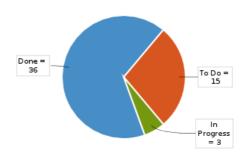
Epic	Story	Task Description	Assigned to	Priority	Estimate d Story Points	Actual Hours	Current State	Will Demons trate
MYR-6: Patrolling DONE	Guardians DONE	Create basic state of patrolling ants	@Linda Guiducci	High	3	2h	Done	Yes
	MYR-57: Guardians visualization DONE	Display patrolling ants	@Linda Guiducci	Medium	1	1h	Done	Yes
MYR-58: Data structure optimization DONE	MYR-59: R-Tree Creation DONE	 Rethink R-tree creation algorithm in logic paradigm Begin binary tree implementatio n 	@Martina Cavallucci @Linda Guiducci @Matteo Magnini @simone Golinucci	Medium	8	12h	In progress	No
?	MYR-56: Go to anthill with inertia DONE	When ants go back to the anthill their movement is affected by their inertia and noise to	@Matteo Magnini	High	2	2h	Done	Yes

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		avoid getting stuck						Edit
	MYR-54: Obstacle with different shape DONE	 Create obstacle with difference geometry shape Handle insects interaction with obstacles 	@simone Golinucci	High	5	7h	In progress	No
	MYR-55: Visualization different obstalce shape DONE	Display different obstacle shape in simulation	@Martina Cavallucci	Medium	2	2h	Done	Yes

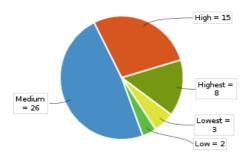
Burndown Chart



Overall status



Priority Edit



Issue Type

