



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:

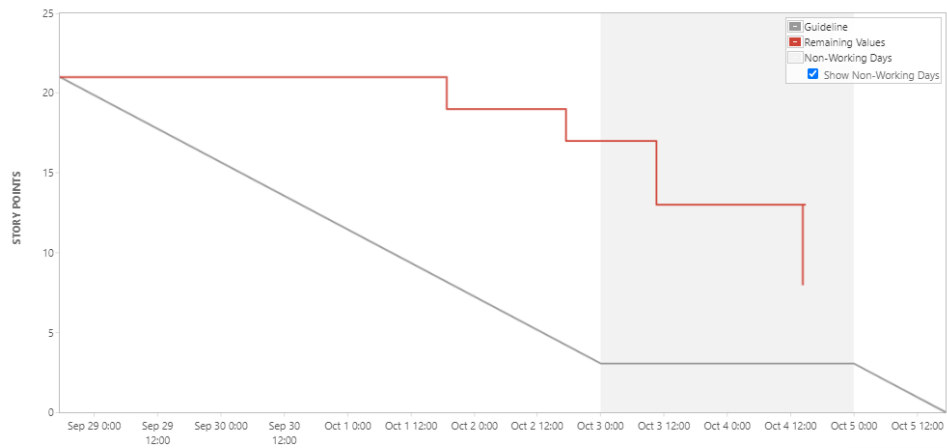
- Study and implement data structure optimization
- Arrange patrolling entities

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

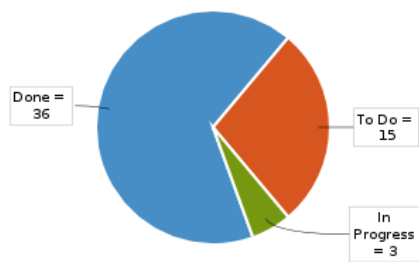
Epic	Story	Task Description	Assigned to	Priority	Estimated Story Points	Actual Hours	Current State	Will Derive
MYR-6: Patrolling DONE	MYR-19: Guardians DONE	<ul style="list-style-type: none"> • Create basic state of patrolling ants 	@Linda Guiducci	High	3	2h	Done	Yes
	MYR-57: Guardians visualization DONE	<ul style="list-style-type: none"> • Display patrolling ants 	@Linda Guiducci	Medium	1	1h	Done	Yes
MYR-58: Data structure optimization DONE	MYR-59: R-Tree Creation DONE	<ul style="list-style-type: none"> • Rethink R-tree creation algorithm in logic paradigm • Begin binary tree implementation 	@Martina Cavallucci @Linda Guiducci @Matteo Magnini @simone Golinucci	Medium	8	12h	In progress	No
?	MYR-56: Go to anthill with inertia DONE	<ul style="list-style-type: none"> • When ants go back to the anthill their movement is affected by their inertia and noise to avoid getting stuck 	@Matteo Magnini	High	2	3h	Done	Yes
	MYR-54: Obstacle with different shape DONE	<ul style="list-style-type: none"> • Create obstacle with difference geometry shape • Handle insects interaction with obstacles 	@simone Golinucci	High	5	7h	In progress	No
	MYR-55: Visualization different obstacle shape DONE	<ul style="list-style-type: none"> • Display different obstacle shape in simulation 	@Martina Cavallucci	Medium	2	2h	Done	Yes

Burndown Chart

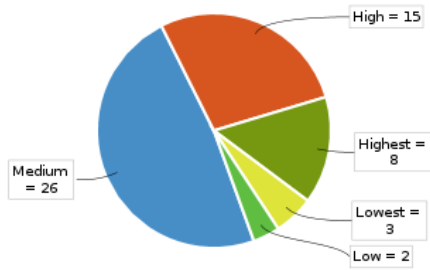
Edit



Overall status



Priority



Issue Type

