



## Sprint Review 1 - 12/09/2020

Date	Sep 12, 2020
Issues	MYR-3: Gui with enviroment and entities <b>DONE</b>
Status	<b>GREEN</b>
Participants	@Martina Cavallucci ( Scrum Master) , @simone Golinucci , @Linda Guiducci , @Matteo Magnini (Product Owner)

### Report summary

**Epic Goal:** Gui with environment and some entities ( ants, obstacle)

**User Story Goal :** As a user I want to see the environment and entities so that I can have a visual feedback.

The team successfully delivered a graphic interface where the final user can watch ants performing random walk over the simulation logic time.

The ants can avoid obstacles during the simulation.

Story	Task description	Task Description	Assigned to	Priority	Estimated Story Points	Actual Hours	Current State	Will Demonstrate
	MYR-31: Meeting for analisys and design <b>DONE</b>	<ul style="list-style-type: none"> <li>Design architecture</li> <li>Define technologies</li> <li>Assign tasks</li> </ul>	All	Highest	1	2/3 h	Done	Yes
MYR-11: Environment <b>DONE</b>	MYR-29: Logic timeInteract ion with gui <b>DONE</b> MYR-30: Movement and Euclidean geometry 2D <b>DONE</b>	<ul style="list-style-type: none"> <li>Define interaction between GUI and model</li> <li>Main euclidean operation</li> </ul>	@Martina Cavallucci @Linda Guiducci	Highest	21	(MYR -29) 6h (MYR -30) 23 h	Done	Yes
MYR-12: Entities <b>DONE</b> 	MYR-27: Insect <b>DONE</b> MYR-28: Resources <b>DONE</b>	<ul style="list-style-type: none"> <li>Insect state</li> <li>Insect simple competence (random walk)</li> <li>Interaction with environment</li> </ul>	@Matteo Magnini @simone Golinucci	Highest	21	(MYR -27) 26 h (MYR -28)	Done	Yes

		<ul style="list-style-type: none"><li>• Obstacle and food</li><li>• Anthill state</li><li>• Anthill simple competence</li></ul>				16 h		Edit
<div>MYR-9: Simple gui</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	Highest	13	35 h	Done	Yes

Burndown Chart

