



Sprint Review 6 - 18/10/2020

Date	Oct 18, 2020
Issues	MYR-58: Data structure optimization DONE MYR-7: Interaction user - simulation DONE
Status	GREEN
Participants	@Martina Cavallucci (Scrum Master), @simone Golinucci, @Linda Guiducci, @Matteo Magnini (Product Owner)

Report summary

Epic Goal:

- Use data structure optimization(insertion, query, removal) to make simulation faster
- User can set clock rate and simulation parameters
- Food will be spawn during simulation
- User can navigate into simulation space

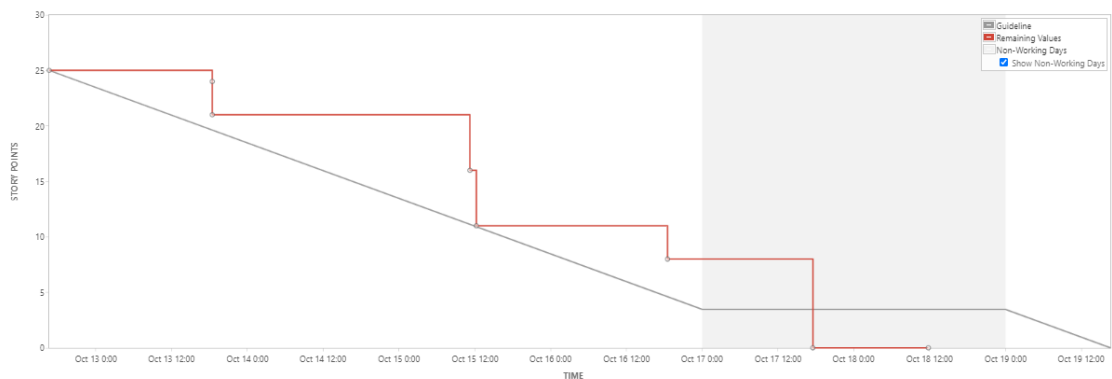
User Story Goal :

- As a user I want to change some parameters or insert/deleting entities during the simulation
so that I can control the simulation

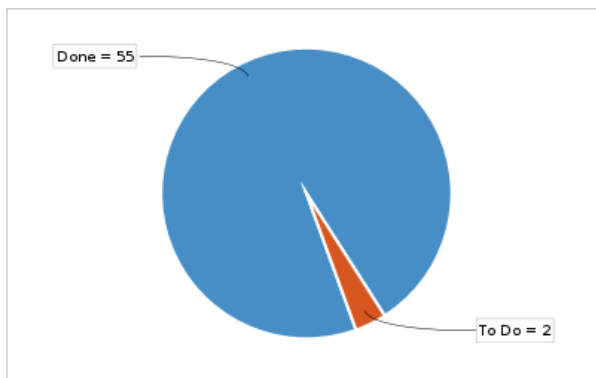
Epic	Story	Task Description	Assigned to	Priority	Estimated Story Points	Actual Hours	Current State	Will Demonstrate
MYR-7: Interaction user - simulation DONE	MYR-66: Anthill food setting in first panel DONE	<ul style="list-style-type: none"> • Fix quantity of food in anthill during simulation 	@Martina Cavallucci	Medium	1	2h	Done	Yes
	MYR-24: Logic control simulation DONE	<ul style="list-style-type: none"> • Set simulation ration by the user 	@Martina Cavallucci	Medium	5	2h	Done	Yes
MYR-58: Data structure optimization DONE 	MYR-63: Prolog to scala DONE	<ul style="list-style-type: none"> • Translate insertion, removal and query over R-tree structure in Scala 	@Linda Guiducci	High	8	12h	Done	Yes
	MYR-64: Scala to prolog DONE	<ul style="list-style-type: none"> • Ants query R-tree to retrieve near pheromones indexes 	@Matteo Magnini	High	5	10h	Done	Yes

		<ul style="list-style-type: none"> Improve speed simulation 						Edit
	<div>MYR-65: Show anthill food progress in time</div> <div>DONE</div>	<ul style="list-style-type: none"> Add time series plotter to show anthill food changing in simulation 	@Martina Cavallucci	Medium	3	2h	Done	Yes
	<div>MYR-67: Spawn food and obstacle at runTime</div> <div>DONE</div>	<ul style="list-style-type: none"> Spawn food at runtime and kill insect under dropped food 	@simone Golinucci	Medium	3	8h	Done	Yes
	<div>MYR-39: Navigation in simulation space</div> <div>DONE</div>	<ul style="list-style-type: none"> User can navigate in simulation(zoom and direction) 	@Matteo Magnini	Lowest	5	2h	Done	Yes

Burndown Chart

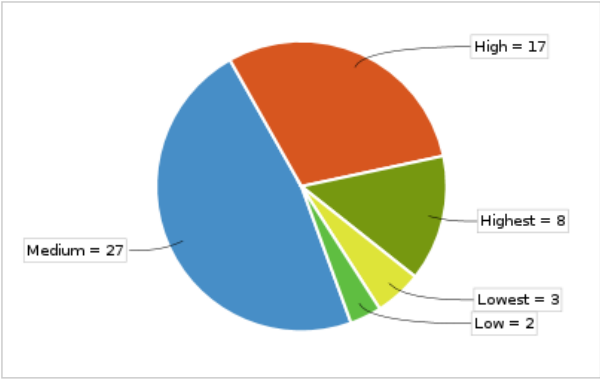


Overall status

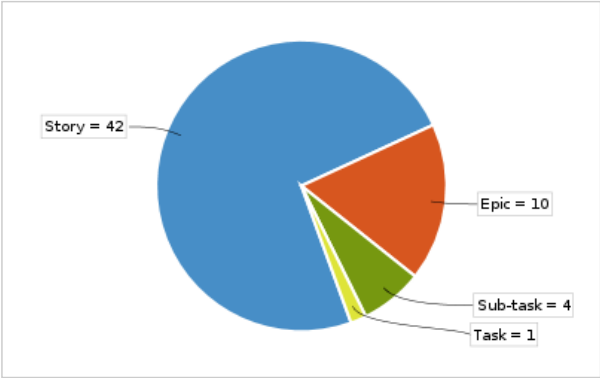


Priority

Edit



Issue Type



Cumulative Flow Chart

