Sprint Retrospective, Iteration # 6

User Story	Task	Task assigned to	Estimated Effort per Task (in hours per person)	Actual Effort per Task (in hours per person)	Done (Yes/No)	Notes
As a software engineer, I want to continue on the necessary documentation for our code	Architecture design: There is a lot clear about the architecture of the project now. Documentation should be written to reflect limiting factors and possibilities	Levi	6	3	Yes	Worked on this but it is not yet optimal. This is due suprising setbacks that had to be resolved this week.
As a user I want the bot to be able to percept and act upon different kinds of permit requests (building permits, land buying/selling). I also want tests for the new code.	implement Permit response action (keep improving indicators) (Connector)	Levi	5	8	Yes	In a previous PR by an other group the permit percept was destroyed. Finding out where this happened and finding a remedy actually took quite some time, because this erronous behaviour did not propagate in the CI. Also the documentation of 1.0.9 did not mention specific pecularities with the the actions which made mail contact necessary with Wouter.
As a developer i want to demo the bot and show visualy what the bot does in the environment	Reaseach how to get visual feedback in tygron from a running bot	Diony	1	2	Yes	In order to see the bot running a human needs to run the bot in debug mode and join it's session while it is paused
As a user I want a first working version of the bot that takes all its indicators into account. I also want tests for the new code. I also want tests for the new code	improve the logic for placing parks (GOAL)	Stefan, Hao Ming	8	8	No	Work has been done, however it is not yet working inside of the bot. Some functionality was missing in the connector, which complicated writing working code.
	improve the logic for building azc's (GOAL)	Diony	8	6	No	The module does not yet take land ownership and zone plans in account
	Implement the logic to build in a specific zone (GOAL/Connector)	Diony, Nick	8	4	Yes	It is now possible to build in a specific zone, however this is not yet that flexible because it uses predifined land polygons. Those polygons are not garantied to be empty so empty so building on them might result in a smaller or no building at all
	Build the negotiation module (GOAL)	Nick, Levi	8	5	No	We furthered this design could not finish it because we did not percept all information necessary to make educated decisions.
As a programmer I want to write tests so that we can easily see which functionality works.	Tests for agent behaviour (action -> indicator reaction), (permit resolution), (management of permit goals) (GOAL)	Stefan, Diony, Nick	4 (for 2 people)	2	Yes	We have added a number of tests. Writing tests is never completely done, but significant progress has been made.
As a programmer I want working indicators so that the consequences of my actions can properly be determined.	Fix the target values of the indicators (Connector)	Stefan, Hao Ming	4	0	Yes	This was fixed in the connector by another team.
	implement action logs percept (GOAL)	Stefan, Nick	2 (for 1 person)	2	Yes	The percept has been implemented.
	implement function percept rules (GOAL)	Stefan, Diony	2	2	Yes	The GOAL Agent now receives all functions when it starts up in the environment.
As a programmer i want to get the stakeholders in a well structured way	rework stakeholders and indicatorLink percept (Connector)	Diony, Nick	4	2	Yes	This was implemented and indicators and stakehoders are now better separeted

As a programmer I want a working action log so that the consquences of potential actions can be seen up front.	action log connector implementation (Connector)	Hao Ming, Stefan	10	4	Yes	It was merely implementing a percept, and it was easier as expected.
As a GOAL agent I want to add the action_menu to my belief base so that I see the actions I can do when a request comes in	implement action_menu percept rules (GOAL)	Hao Ming, Diony	2	2	Yes	This has been implemented, but is still open as a pull request. The reason for this is that we don't know the use for this percept at this time.
As the developers of the Municipality agent we want to help create an interesting simulation	Implement rewarding stakeholders that help increase the indicators of the Municipality by accepting a request of said stakeholder that does not increase Municipality indicators directly.	Levi	5	3	No	There were a lot of problems with Git this week. A team member reverted changes from the master he pushed himself, but did so with some sort of bad git configuration where the changes actually propagated as needed to be checkstyled. Multiple team members needed to rebase which I had to help with. This would have been my pet project but I was not able to spend enough time with it.
As a programmer I want the correct information on all types of indicators so that I have all necessary information in the connector.	Implement Custom Indicators to work properly.	Stefan, Nick	0	4	Yes	The excel files of custom indicators have been changed in order to give the proper information.
As a programmer I want the CI tools to work properly and step in when a group member made mistakes with git	Help team members rebase, manually force a broken master	Levi	0	4	Yes	There were a lot of problems with Git this week. A team member reverted changes from the master he pushed himself, but did so with some sort of bad git configuration where the changes actually propagated as needed to be checkstyled. Multiple team members needed to rebase which I had to help with.
As a GOAL agent I want to be able to get additional information from the request so that the agent knows more than just that there is a request and the possible answers.	Implement the requests percept with additional information	Hao Ming	0	4	Yes	The requests now contain the information of the price, the location, the type of request and the IDs of the stakeholders that can see this percept. This class has not been tested yet.
As a Tygron user, I only want to improve my indicators for which I have not reached the target yet so I work as efficiently as possible.	implement logic to skip modules for which the indicator has already been completed	Nick	0	3	Yes	Only implemented for the AZC & Green module, but is is easily extendable for newer indicators and matching modules.
Group: danshal						
Context Project: Virtual Humans						

Main Problems Encountered

Problem 1

Description: There is nothing to show for. Quite a lot of work has been done by the group, but there are little visible results.

Reaction: Not a spectacular showing during the scheduled demonstration.

Problem 2

Description: This was slight communication problem on whether there was a meeting on thursday.

Reaction: Everyone ended up working from separate locations. There was some efficiency reduction because of this. This mainly due to not being clear what everybody was working on and mainly, what still needs to be done.

Adjustments for the next Sprint

We will focus even more on developing the bot as opposed to other issues, since the municipality did not have a lot of visible results to show for. We also need to stress even more at what times the meetings are. Otherwise there are problems about what someone is able to do, since the specified tasks for a person had already been completed.