

## Sprint Plan, Iteration # 7

User Story	Task	Member responsible for the task	Task assigned to	Estimated Effort per Task (in hours per person)	Priority (A - C) A is highest <b>Reasoning, see below</b>	Notes/Reasoning
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	Levi, Hao Ming	3	C	Architecture design is an additional product that documents our progress and makes program more accesible for programmers to understand it and extend it. This is not as important as actual running code and a good agent which will be the main focus of this sprint.
As a user I want the bot to take the need, size, zone and progress in the zone in to account when building an azc	Finish the AZC module so it takes more information into account when building	Stefan	Diony, Stefan	8	B	A fairly simple indicator. We need to build a sufficient amount of units. The whereabouts of those units is not extremely relevant.
As a user I want to know the area of a polygon so i can make better decisions about buildings, land and zones	Add the size of multipolygons to the building, land and zone percept	Nick	Diony, Nick	2	B	This is necessary for the agent to take the size of the multipolygons into account in order to adapt the AZC module
As a user I want to know in which zone a building is	Add zone to the building percept	Hao Ming	Hao Ming	2	B	This is necessary for the agent to take the progress of the zone where the building in is in order to adapt the AZC module
As a programmer I want the park module to function properly so that the indicator can be fulfilled.	Finsh the park module so that it can build in locations where the indicator requirements have not yet been met. (GOAL)	Stefan	Stefan, Hao Ming	10	A	We have almost all the necessary parks to complete this goal. Only building in a specific zone is still missing.
As a user I want to know how much land is available to build on	Get from the available area from the multipolygon	Hao Ming	Hao Ming, Diony	1	B	This is necessary for the agent to take the actual amount of room to build on into account in order to adapt the AZC module
As a GOAL agent I want to be able to put the updated request percept into my belief base so that I know when a request to or from me has been made	Implement the updated requests percept rule	Levi	Levi, Hao Ming	2	A	This is very important, because the additional information in this percept is necessary for the negotiation module to be able to make better decisions.
As a GOAL agent I want to be able to make decisions based o the newly added information in the requests percept so that the agent can take the added information into consideration	Adapt the negotiation module to make a more educated decision based on the new requests percept	Levi	Levi, Nick	10	A	This is Ace priority. With this functionality we have an agent that does exactly what the Municipality should do, improve the area through other agents actions. It connects incoming requests with the actionlog, with our current indicator values and possibly additionally with how we feel about other stakeholders.
As a programmer I want to be able to build in a specific zone in order to achieve the green indicator.	Being able to build in a specific zone.	Stefan	Stefan, Hao Ming	4	A	There is another group currently working on it. However, they are not sure when it will be finished. We can't afford to wait any longer.
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	Levi, Nick	8	B	There are multiple challenges, one is that in the current extension of the request the senderId is not yet in. Also the metric for tracking what agents are behaving well and who aren't needs to be defined with the percepts that are available. Then tweaking is needed to make it fun for the simulation
As a user, I want to build in specific zones instead of over multiple zones so I can finish my target per zone.	Edit the land percept so that instead of giving back a land laying over 2 zones, it gives back 2 seperate lands which lays both over 1 zone.	Nick	Hao Ming, Nick, Stefan	5	B	This is not as important, because it is more of an improvement to the current land percept and not that important for the finished bot

**Our main objective is to have the bot finished by friday. No matter what other extra tasks will appear, this goal will not waver. More work WILL be done when necessary.**

Note 2: We won't give Diony any responsibilities because there has been to many problems in the past be it with git or his code, and there is no assurance that he will finish the task.

Note 3: In the past weeks, we've had some issues with assigning ranks to tasks. We often felt that having the extra 2 ranks of D & E were not useful as much, as we ranked things as things that must be done, that should be done and that could be done. Secondly, there was also often a lot of dispute between team members about whether or not we ranked it as C or D, so we thought it was better to just scrap D & E together. This is the reason why we only labeled them as A - C.

Context Project: Virtual Humans

Group: danshal