Sprint Retrospective, Iteration # 8

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 finish the Architecture Design so that the final version of the Arch Design corresponds to the code.	Complete Architecture Design document.	Levi	5	5	Yes	No real additional comments
As a contextproject group we want to write the draft of the final report so that we reach the draft deadline	Part 1: Introduction	Stefan	2	2	Yes	This discusses the requirements for the product and lays the foundation for discussing its functionality in later chapters.
	Part 2: Overview of the product	Stefan	2	2	Yes	This chapter introduces the functionality of the product.
	Part 3: Reflection on product & process	Stefan	4	4	Yes	This chapter thoroughly discusses the process we have gone through during this project and the ways we have decided to shape our product.
	Part 4: Description of functionality	Diony	4	2	Yes	The part that discusses the functionality of our agent in further detail.
	Part 5: Interaction Design Section	Stefan	6	6	Yes	Conducting the experiment took a while, but proper preparation helped a lot. This conclusions that could be drawn from the experiment were actually very insightful.
	Part 6: Evaluation of product	Hao Ming	4	2	Yes	This evaluates the product and each one of the functional modules and explains what problems are still there
	Part 7: Outlook	Diony	5	2	Yes	
As a Project Skills student we want to write the individual reports so that we pass the Project Skills course	Write your Project Skills individual report	All	4	4	Yes	We discussed the team makeup, process losses and SVO distributing things.
As an Municipality agent I want all other agents to adhere to my rules and be able to make progress through me	Finish Request permit protocol and help other teams implementing it in their agent	Levi, Hao Ming	7	4	Yes	Request permit protocol was finished with less dificulties than expected. Additionally we put more work in deepening the feelings
	Deepen feeling behaviour for Municipality so agent negotiation interaction is more complex.	Levi, Hao Ming	4	7	Yes	While testing the agents with other teams we found out that it is important to also listen to actions that are not received by the Municipality as requests. We implemented this. After testing we decided against making logic for feeling more complex. Having simple rules and keeping Integer favors unscaled to the size of the improvement makes it easier for other stakeholders to understand why their actions are being approved- denied.
As a programmer I want to cleanup my code so that the code is more readable for other programmers	Code tweaking & Refactoring	Nick	4	5	Yes	Code has been refactored so that useless code has been removed and that there is some code that has been optimised.
As a GOAL programmer I want to test the agent so that I know the agent works as expected	Write deeper tests that assure functionality of the agent	Nick	6	6	No	More tests have been written, but the build fails on the tests not passing. Meanwhile the travis build also shows that the tests are not failing.

As a context group we want to get all the agents working together in the same game so that a good simulation can be shown	Manage creating an interesting agent simulation with other teams	Levi, Nick	7	7	Yes	We have run the agents together on multiple occassions (for example at Tygron.). Due to this, we have seen some special scenario's which we haven't handled yet with the request handling. These should be fixed by Levi and Hao Ming.
As a developer i want to look in to using custom actions to make the azc module more realistic	Implement a custom action to improve the building of azc	Diony	6	10	Yes	The azc module now uses the custom get_relevant_areas action in order to get the spot where to build the azc
As a goal agent I want to simulate a real stakeholder and build structures in a relatively believable way	Improve the parkmodule to place them somewhat logically in zones	Diony, Levi	5	3	No	This solves parks being placed as arbitrary geometric shapes that even overlaps roads and water. Diony mainly worked on this because it is closely related to how the AZC works. There is one unresolved issue and that is actually building in a specific zone. Levi will fix this in the weekend.

Main Problems Encountered

Problem 1

Description: Meetings were not completely planned

Reaction: We did not explicitly organised meetings. Often one part of the group was on the TU Campus while others were at home. This may be due to our laziness of not updating the agenda or not communicating on time via Slack.

Problem 1

Description: Difference in perception of quality amonst programmers

Reaction: Due to some features deemed finished by some programmers but do not fit the non functional requirements of the agent implementation (AZC and Park module), other group members had to step up to improve on these. These resulted in additional tickets.

Adjustments for the next Sprint

There will be no next sprint