

## Sprint Plan, Iteration # 5

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	Notes/Reasoning
As a software engineer, I want to continue on the necessary documentation for our code	Continue writing the architecture design	Nick	All	2	C	The architecture design can only be updated if our agent structure has been updated. This is the main reason we put this at a lower priority compared to our other tasks such as adding new feature to our agent
As a programmer team we want to have proper interaction between the user and the AI	Prepare for the feedback interaction design meeting	Stefan	All	4	B	There is an important meeting coming up about interaction design for a course we have to pass.
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 (popup) percept (Connector)	Nick	Nick, Stefan	8	A	The permit/popups is the most (or one of the most) important task of the municipality. Without adding this functionality, we won't be able to complete our and other stakeholders' targets as they cannot finalize the constructions of their buildings.
	implement Permit response action (keep improving indicators) (Connector)	Levi	Levi, Nick, Hao Ming	8	A	With this the goal agent can allow or disallow a certain permit. This is essential to the working of the Municipality, that is responsible for allowing the right permits so the area improves.
	Write a module(s) to handle building & land permits (GOAL)	Diony	Diony, Stefan, Levi	8	B	A large part of being the Municipality is responding to the ideas of other parties, as such this is important to implement.
As a developer I want to use the latest version of my dependencies and code quality	Keep sdk and environment up to date	Stefan	Diony, Stefan	2	C	Without an up to date environment or SDK it is impossible to connect our bot to the Tygron server. However, it is relatively easy to do so.
	Keep all code quality mechanisms in proper working order	Levi	Levi, Nick	2	C	The CI integrations are still young and might need adjustment through practicalities in how we code together. But not as important actually implementing features.
	Keep Github up to date, coding working, issues up to date, buffer time for integrating changes	Levi	Levi, Hao Ming	2	B	We want to make sure that other groups are not implementing what we are already implementing, and if an other group implements something we need, we should check the heart rate on the progression of this ticket continuously and intervene if necessary.
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	Implement the logic for placing parks (GOAL)	Stefan	Stefan, Hao Ming	4	C	One of the indicators symbolises the amount of green we want in each of our neighbourhoods. This is however not a core element of our bot, as other stakeholders can create parks as well to improve the amount of green.
	Implement the logic for building azc's (GOAL)	Diony	Diony, Nick	4	C	Our bot needs to build an azc to reach one of it's goals. Because specifically building an AZC is a subobjective that is not essential to the working of the Municipality bot, this has a lower priority.
	Implement the logic to build in a specific zone (GOAL/Connector)	Hao Ming	Hao Ming, Diony	8	B	Building in specific zones is important, since the indicators are checked if they are reached per zone. Though this is not as important as being able to react to permits.
As a user I want my indicators to be properly represented in the game and I want to be able to perform the correct actions.	Update indicators, their weights & our actions in the Tygron Engine	Hao Ming	Hao Ming	2	C	The indicators in the Tygron engine should be updated as how we want to represent the indicators. Though this is not as important as actually implementing features for the bot
Context Project: Virtual Humans						
Group: danshal						