

Sprint Plan, Iteration # 6

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	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	6	C	Architecture design is an additional product that documents our progress and makes program more accessible 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 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	Levi	5	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.
As a developer i want to demo the bot and show visually what the bot does in the environment	Reaseach how to get visual feedback in tygron from a running bot	Diony	Diony	1	B	We wil have to do a demo of our bot next friday, so our bot should be set up for this by then
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	Stefan, Hao Ming	8	C	We want our indicator that symbolises the amount of green to go up and make behaviour of creating parks more complex to do so. However this does not have the highest priority right now, as other stakeholders can create parks as well to improve the amount of green and it is our task mostly to steer them to improve the environment
	improve the logic for building azc's (GOAL)	Diony	Diony	8	C	Improving the logic behind building the azc is can be improved but it is not that neccenary to perfect it this week
	Implement the logic to build in a specific zone (GOAL/Connector)	Nick	Diony, Nick	8	A	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.
	Build the negotiation module (GOAL)	Nick	Nick, Levi	8	A	Negotiations are important, since the municipality needs to respond to all the permit requests it has gotten from the other agents.
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	Stefan, Hao Ming	4	B	This is not as important as creating the functionality that is necessary for letting the agent work well in the game, but still quite important so that we know that the agent won't do unexpected things.
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)	Hao Ming	Stefan, Hao Ming	4	A	This is of high importance, since the indicators show the agents how well they are doing on their goals and this is necessary to see if they have made any improvements after performing an action.
	implement action logs percept (GOAL)	Nick	Nick	2	A	The action logs are important, since these are new percepts that the agent should add to his belief base.
	implement function percept rules (GOAL)	Stefan	Stefan, Diony	2	C	The function percept is not that important, since this is already implemented as a list that contains all the functions.
As a programmer i want to get the stakeholders in a well structured way	rework stakeholders and indicatorLink percept (Connector)	Diony	Diony, Nick	4	C	The rework of the stakeholders and indicatorLink percept is not that important, since this is already implemented as a list containing tuples of stakeholder and indicatorLink.
As a programmer I want a working action log so that the consequences of potential actions can be seen up front.	action log connector implementation (Connector)	Hao Ming	Hao Ming, Stefan	10	A	Overseeing the consequences of actions is very important to our bot. Because this is such an important ticket, a check midprint will be done to evaluate progress and adapt if necessary to get this ticket done
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)	Diony	Hao Ming, Diony	2	B	The action_menu percept is important, since these are new percepts that the agent should add to his belief base
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	5	C	Make Municipality agent take into account other stakeholders doing actions good for our cause and actions bad for our cause. If stakeholder has done good things in the past, the municipality may accept requests that do not benefit the municipality directly. This is additional behaviour that could make the simulation more interesting but is not essential.
Context Project: Virtual Humans						
Group: danshal						