

Sprint Retrospective, Iteration # 7

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, Hao Ming	3	0	No	Because the meeting with Bachelli was such a disaster last week, we wanted to focus on the actual agent. The intermediate architecture design is only 3%, we'll fail the course if our agent does not work. We have successfully fixed all missing features of the bot and feel confident this was the right thing to do.
As a user I want the bot to take the need, size, zone and progress in the zone into account when building an azc	Finish the AZC module so it takes more information into account when building	Diony, Stefan	8	10	Yes	The azc module now choses and builds an azc in a more dynamic way, taking our indicator, owned land, available budget and size into account.
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	Stefan, Diony	2	2	No	Both building and land now have a size parameter. Zone does not have this as we had no use for it.
As a user I want to know in which zone a building is	Add zone to the building percept	Hao Ming	2	0	No	This has not been implemented.
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	10	12	Yes	It now builds parks in zones where the indicator indicates that there is not enough green. The amount of green needed for building to ensue can be tweaked.
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, Diony	1	2	No	We looked in to this but implementing it would have a considerable impact on the performance of the connector as obtaining available land would require intersecting all land polygons with all building polygons.
As a GOAL agent I want to be able to put the updated percept into my belief base that I know when a request from me has been made	Implement the updated requests percept rule	Levi, Hao Ming	2	4	Yes	The request percept rules have been updated to include the new parameters as well as adding them separately to the belief base. Further the price per squared meter is calculated for requests that have a price and area size.
As a GOAL agent I want to be able to make decisions based on the newly added information 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, Hao Ming	10	13	Yes	The negotiation module is able to deal with requests. It will only react to interaction requests and either accept or reject the request. This is based on whether the request is good for the municipality or does not change any of the indicators of the municipality. If the request is bad for the municipality it can still accept if the concerning stakeholder has done good things for the municipality.
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, Hao Ming	4	0	No	We have implemented this differently. There is no action used to specify a zone, however we get information about in which zones the multipolygons are present, and specify on which multipolygons to build.

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, Hao Ming	8	8	Yes	Nick was sick, so he was not able to help with this ticket. In his place Hao Ming worked on this ticket. This was actually hard to do because the Sender ID was not send through a request. After trying a lot of things we mailed Frank, which gave us a great tip that we could hack it with an other Information request. Through this we could get the SenderID and could finish this ticket.
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.	Hao Ming, Nick, Stefan	5	0	No	This has not been implemented. Currently we also feel the need to implement it.
As a programmer I want to implement the PopupData translator so that we get the necessary information	Implement the request percept in the connector and tested	Nick, Hao Ming	-	4	Yes	This percept has been implemented and has also been tested.

Group: danshal

Context Project: Virtual Humans

Main Problems Encountered

Problem 1

Description: The tygron server was overloaded/down on the last day.

Reaction: We were not able to finish essential parts of the agent when we would have liked to.

Problem 2

Description: Some tasks in our sprint plan where not implemented as we didn't need them

Reaction: We redistributed some tasks and put more effort in other tasks to still reach the required amount of hours

Problem 3

Description: One team member encountered that the GOAL plugin in eclipse uses an old version of the environment even when provided new one with the same name.

Reaction: There was significant delay while writing the park module.

Adjustments for the next Sprint

When the Tygron server is down again, we will not hesitate to send a mail regarding the issue.