

Sprint Retrospective, Iteration # 5

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	Continue writing the architecture design	All	2	0	No	Other things were prioritised over this task
As a programmer team we want to have proper interaction between the user and the AI	Prepare for the feedback interaction design meeting	All	4	3	No	User interaction for our GOAL agent is not an easy concept to grasp, also we do not have an elaborate agent to display as of yet.
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, Stefan	8	4	Yes	We coded a rudimentary working version, but Wouter implemented this and we took his changes over our changes.
	implement Permit response action (keep improving indicators) (Connector)	Levi, Nick, Hao Ming	8	2	Yes	This is rudimentarily implemented by Wouter/Frank. A basis has been implemented and it is open to expansion/extension. There were only two days to work on this after the version of Wouter/Frank, which was too little to fill the hours on this feature.
	Write a module(s) to handle building & land permits (GOAL)	Diony, Stefan, Levi	8	2	No	This required the 1.0.9 version of the environment, which was still not pushed to the context branch
As a developer I want to use the latest version of my dependencies and code quality	Keep sdk and environment up to date	Diony, Stefan	2	3	Yes	
	Keep all code quality mechanisms in proper working order	Levi, Nick	2	4	Yes	This was more work than expected because of the added features from the master branch. Also there was a bug in the checkstyle script of last week due to the Travis environment being different in file addressing then the windows environment.
	Keep Github up to date, coding working, issues up to date, buffer time for integrating changes	Levi, Hao Ming	2	4	Yes	Merge conflicts needed to be resolved from merging the eishub master
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, Hao Ming	4	8	Yes	Complicated, especially without the custom indicators working or being able to check whether has been indeed been built in an easy manner.
	Implement the logic for building azc's (GOAL)	Diony, Nick	4	8	No	It works on the branch but it is just not merged yet
	Implement the logic to build in a specific zone (GOAL/Connector)	Hao Ming, Diony	8	2	No	Not much time spent working on it
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	2	6	Yes	Some starting values of indicators have been changed. Also we tried to fix the target value of the indicator percept in the connector.
As a programmer I want to test my code to make sure it's working	Added tests which check if beliefs are added by the percept rules	Nick	X	4	Yes	Tests are added and merged

