Sprint Plan, Iteration #8

User Story	Task	Member responsible for the task	Task assigned to	Estimated Effort per Task (in hours per person)	Priority (A - C)	Notes/Reasoning
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	Levi, Diony	5	Α	This document has to be deliverd this friday and it is thus of high priority to finish it
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	Stefan	2	С	We have to write a draft of the final report, so it is not a final deadline. However, interaction design will be difficult, and therefore it requires more attention then the other components.
	Part 2: Overview of the product	Stefan	Stefan	2	С	
	Part 3: Reflection on product & process	Stefan	Stefan, Nick	4	С	
	Part 4: Description of functionality	Diony	Diony	4	С	
	Part 5: Interaction Design Section	Stefan	Stefan	6	В	
	Part 6: Evaluation of product	Hao Ming	Hao Ming, Diony	4	С	
	Part 7: Outlook	Diony	Diony	5	С	
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	All	4	Α	This is very important, because there is a deadline on friday to hand the report in.
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	Levi, Hao Ming	7	Α	Because the tygron servers were down on friday, the permit protocol was not fully finished last sprint. In this ticket we'll address buildings being demolished if they are not approved by the Municipality which the final thing needed to make a good simulation. Also other teams should implement requesting a building permit so that all stakeholders work together with the Municipality.
	Deepen feeling behaviour for Municipality so agent negotiation interaction is more complex.	Levi	Levi, Hao Ming	4	С	Feelings are now implemented as a integer value denoting a favor, one favor gotten or lost by one good or bad action. This behaviour should be made more complex by looking at how much the indicators change with some request. If the improvement is big, the favor should be big. This also accounts for ridiculous requests by other stakeholders.

As a programmer I want to	Code tweaking & Refactoring					Upholding our code quality			
cleanup my code so that the code is more readable for other programmers		Nick	Nick, Stefan	4	В	standards is condisered réasonably important.			
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	Hao Ming	Nick, Hao Ming, Stefan	6	С	This is not that important, because there have already been written some tests.			
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	Levi, Nick	7	В	We'll be working together tweaking our bots while discussing changes and running simulations. How do you know when a simulation is interesting? Because the product we need to create is ill defined (Make an interesting simulation) we can only vaguely define what the result of this ticket will look like.			
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	Diony	6	С	This module already works good enough but it can be improved a lot with custom actions, but as this is not neccecary it is of low priority			
Note: In the past weeks, we've had some issues with assigning ranks to tasks. We often felt that having the extra 2 ranks of D & E were not useful as much, as we ranked things as things that must be done, that should be done and that could be done. Secondly, there was also often a lot of dispute between team members about whether or not we ranked it as C or D, so we thought it was better to just scrap D & E together. This is the reason why we only labeled them as A - C.									
Context Project: Virtual Humans									
Group: danshal									