Sprint Backlog, Iteration #5

Context Project: Virtual Humans in Serious Gaming

Group: Crash Test Dummies

| User Story | Task | Member responsible for the task | Task Assigned To | Estimated Effort per Task (in hours) | Priority (A—E) (A is highest) |
|--|---|---------------------------------|---------------------|--------------------------------------|--|
| As a developer, I want to visit Tygron so that I can interact with our stakeholders and ask support with the Tygron Engine if I need it. | Discussions at Tygron | Tom | Jannelie | 4.0 | B, because we need to visit Tygron, but implementing the bot is more important. But by visiting Tygron we are able to get extra help for implementing this. |
| | | | Jasper | 4.0 | |
| | | | Nando | 4.0 | |
| | | | Tom | 4.0 | |
| | | | Harmen | 4.0 | |
| As a developer I want to sit down with the other groups and discuss the ongoing developments and divide new tasks. | Discussions with the other groups | Jasper | Jannelie | 2.0 | A, because it is important to keep contact with the other groups. We have to remain updated with their developments. |
| | | | Jasper | 2.0 | |
| | | | Nando | 2.0 | |
| | | | Tom | 2.0 | |
| | | | Harmen | 2.0 | |
| | | | Jannelie | 2.0 | |
| As a developer I want to write a sprint | | | Jasper | 2.0 | D, because this needs to be done |
| As a developer I want to write a sprint backlog for the next sprint so that I will | Make sprint | Harmen | Nando | 2.0 | |
| have an overview of the tasks of next week | backlog | | Tom | 2.0 | at the end of the sprint. |
| week | | | | | |
| | | | Harmen | 2.0 | |
| As a developer I want to write a sprint retrospective for this sprint so that I know what we can do better for the next sprint. | | | Jannelie | 2.0 | |
| | Make sprint retrospective | Jannelie | Jasper | 2.0 | D, because this needs to be done at the end of the sprint. |
| | | | Nando | 2.0 | |
| | | | Tom | 2.0 | |
| | | | Harmen | 2.0 | |
| As a developer I want create a goal structure with completing the indicators as main goal. | Make use of indicator percepts to make goals for building | Jasper | Jasper | 6.0 | A, because the bot will be unable to run without proper goals. |
| | Make use of indicator percepts to make goals for demolishing | Tom | Tom | 6.0 | A, because the bot will be unable to run without proper goals. |
| | Make use of indicator percepts to make goals for buying land | Harmen | Harmen | 6.0 | A, because the bot will be unable to run without proper goals. |
| | Implement the new build action in the tyrgon environment | Nando | ? | ? | A, because we need to be able to build without defining the polygons although it is possible to build with defining them. |
| | | | ? | ? | |
| As a developer I want to be able to | | | ? | ? | |
| build buildings without the use of | | | ? | ? | |
| polygons by having an action that automatically returns the most ideal locations for a building. | | | ? | ? | |
| | The new build action should we properly tested. | Nando | Nando | 5 | C, because testing is, but having the code is more important. |
| As a developer I want the bot to be able to sell property. | Implement selling feature | Harmen | Harmen | 4 | |
| As a developer I want the bot to function in the actual TU-wijk map and not in a test map. | Implement bot functionality in the TU-wijk map | Jasper | Jasper | 4 | B, because being able to work in the actual map is very important but other functionality has to be implemented first. |
| As a developer I want to find out whether it is possible to make money as the Service stakeholder. | Find out how to earn money | Jannelie | Jannelie | 6 | B, because we need to earn money in order to build items. Otherwise we should have a higher start budget. But having the new action and goals based on indicators is more important. |

| | Find out how much money we can earn per indicator. which will be dependent of the coverage factor. | Jannelie | Jannelie | 6 | B, because it isn't the most important task. But we need to know in which way our income depends on the indicator, so we know which goal should have a higher priority. |
|--|--|----------|----------|---|---|
| As a developer I want to tests the environment, so that we know that the | Make tests for the parts of the environment that aren't properly tested yet | Jasper | Jasper | 7 | E, because additional tests are very nice to have but not a necessity for the succes of our virtual human and thus the project. |

Additonal

There needs to be an action which should allow us, and all the other groups, to build on a specific area. Only problem is that GOAL shouldn't implement polygons in any way. This could be avoided by making a new action in the tygron environment which determens where a building should be build in a specified area/zone. Only the difficulty of the task makes it questionable if it should be a task made by us, or by internals of Tygron (Frank). This should be first discussed before a sprint plan can be greated. If this task will be replaced by Frank and internals, then there will be new created tasks to compensate with the missing hours.

Because Jasper did make only zero hours at week 3, he should catch up before the project has finished. This means that he should make the average hours that where made by the group that week, within 4 weeks. This is equal to 7 hours more every week.