

Sprint Retrospective, Iteration #7

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)	Actual Effort per Task (in hours)	Done (yes/no)	Notes
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	4.0	YES	
			Nando	4.0	4.0		
			Tom	4.0	4.0		
			Harmen	4.0	0.0		
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	Nando	Jannelie	2.0	2.0	YES	In specific: the meeting at wednesday morning from 10:00 till 12:00.
			Nando	2.0	2.0		
			Tom	2.0	2.0		
			Harmen	2.0	2.0		
As a developer I want to write a sprint backlog for the next sprint so that I will have an overview of the tasks of next week	Make sprint backlog	Harmen	Jannelie	2.0	2.0	YES	
			Nando	2.0	2.0		
			Tom	2.0	2.0		
			Harmen	2.0	0.0		
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.	Make sprint retrospective	Jannelie	Jannelie	2.0	2.0	YES	
			Nando	2.0	2.0		
			Tom	2.0	2.0		
			Harmen	2.0	2.0		
As a developer I want to attend the project skills lecture so that I know how to use project skills in the project.	Attend te lecture on monday morning	Jannelie	Jannelie	4.0	4.0	YES	
			Tom	4.0	4.0		
			Harmen	4.0	0.0		
As a developer I want to use polygons to build buildings instead of multipolygons so that I will only build on one piece of land at the same time.	Change using multipolygons to polygons	Harmen	Harmen	6.0	0.0	NO	See problem 4.
	Test if these multipolygons are working	Harmen	Harmen	2.0	0.0	NO	See problem 4.
As a developer I want my agent to have goals on specific zones. The agent perceps the indicator with specific values for each zone and creates goals based on what is most efficient.	Add zone specific information to each indicator	Jannelie	Jannelie	5.0	3.0	NO	The action to build in a specific zone with a specific size is not done yet. So, This couldn't be finished yet.
	Test if these zone specific information is working	Jannelie	Jannelie	2.0	0.0	NO	Because the implementation is not finished, we couldn't test anything.
As a developer I want to keep the architectual design document updated, So that I can show how our code is designed.	Update the architectual design document at the end of the day	Tom	Tom	2.0	2.0	YES	
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.	Implement the new build action in the tygron environment	Nando	Nando	8.0	0.0	NO	This had already be done by WhySoSerious (as stated previous sprint) in the form of the action: GetRelevantAreas/3'. Our group however did not prefer this implementation.
	The new build action should be properly tested.	Tom	Tom	4.0	0.0	NO	Could only be done after 'implement the new build action in the tygron environment' sprint has been finished
As a developer I want to have a release, so that the TA is able to see what I have done.	Add a release for previous sprint	Nando	Nando	1.0	0.5	YES	Took less time than expected (no problems where encountered)
As a developer I want the bot to be able to buy land so that it can build more buildings	Add module BuyLand	Nando	Nando	2.0	0.0	NO	Due to delay of the PR's, in specific the 'custom actions' PR, the sprint could only be started after the merge.
	Add custom action BuyLand	Nando	Nando	4.0	5.0	NO	Could only be done only after the custom action branch has been merged with eishub/context branch.
	test BuyLand	Nando	Nando	2.0	0.0	NO	Could only be done after 'add custom action BuyLand' sprint has been finished
As a developer I want the bot to be able to demolish buildings so that it can use the land for other purposes	add module demolish building	Tom	Tom	6.0	6.0	NO	Since this is dependent on the sending of permits (the same functionality is needed) this is not done yet, however as soon as the permits work, demolishing should work properly as well. the problem is that the percepts are only updated after the permits are implemented.
	test demolish building	Tom	Tom	2.0	0.0	NO	This will be done after add module demolish building is done.
As a developer I want to bot to be able to respond to requests in the game so that it can accept or decline requests	Add requests to the GOAL agent	Jannelie	Jannelie	6.0	7.0	NO	The tarvis build is failing because Tygron is not working. Only when the build passes this can be merged with develop and therfor this task is not finished yet.
	test requests	Jannelie	Jannelie	2.0	2.0	YES	You can find the test docuementation in the test folder which is in the docs folder.
As a developer I want the agent to ask for a building permit from the Municipality. This allows me to actually build conform measures set by the Municipality	Make sure the GOAL agent can send permits	Harmen	Harmen	4.0	7.0	NO	There is not an action for asking permits currently. Wouter has been e-mailed.
	Test permits	Harmen	Harmen	2.0	0.0	NO	See problem 4.

Additonal

	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes/no)	Notes
Extra	Reviewing PRs	Nando	Nando	#N/A	5.5	YES	Includes testing
			Tom	#N/A	2.0		
			Jannelie	#N/A	2.0		

	Add Halt procedure	Nando	Nando	#N/A	1.0	NO	This is a implementation that could prevent the agent to run modules before the event module had been called. However the additional branch caused a lot of travis build failures. When the 'custom action' had been merged with eishub/tygron, tasks shifted to the "add custom acton BuyLand' sprint.
	Fixing travis	Nando	Nando	#N/A	5.0	YES	
	Add relevant area to the agent	Nando	Nando	#N/A	3.0	YES	
	Individual essay project skills	Tom	Tom	#N/A	2.0	YES	
	Interaction Design	Harmen	Harmen	#N/A	3.0	YES	

Main Problems Encountered

Problem 1: Waiting for other groups	
Description:	We had to wait for items other groups should provide, but this took too long. Nobody was reviewing in time and nobody was merging when it was approved.
Reaction:	We reacted by merging it to our own branches and make a special environment. But we did this too late. We should have done this at the start of the week instead of half way the week. This caused us to be late and not be able to finish most tasks in this sprint. Next time we won't wait and just go with our own code.

Problem 2: Tygron often is down	
Description:	It happens very often tygron is down or very slow. This causes our bot not to be able to connect and we can't test what we do. Also working code will get a failing build because travis is also failing to connect to tygron.
Reaction:	We write the code we can and as soon tygron is working again we will run the tests. This will cause a delay in testing and writing code, but this is the best possible way to handle tygron.

Problem 3: Laptop problems	
Description:	While Tom was implementing code on tuesday, the running of the code was very slow, it took a long time before Tom figured out this was partially due to the other map and partially because due to the new implementations, appearently my laptop can not handle the real (TU Delft) map properly. This is the reason why Tom lost some hours. Also Nando's laptop is noty able to load a project in the Tygron Engine. Therfor the engine could not be used for debugging purposes.
Reaction:	Instead of using the TU Delft map Tom will go back to using tests maps. Nando will simply not load the projects in the Tygron Engine.

Problem 4: Lack of time (Harmen)	
Description:	Due to personal reasons coming up during the week, this sprint has not been very productive for Harmen. As a member of this team, Harmen feels like he let down his team members this week.
Reaction:	Coming weekend has been planned as catch up weekend. Time not spent during this sprint will be spent then and there.

Adjustments for the next Sprint

We won't wait for other group to finish items we need. Instead we will make these items ourselves. We also will try to test as soon as possible and keep trying to connect to tygron when it is very slow. We will also adjust the time out time. In this way we give the bot more time to handle with the slow tygron environment.