

Sprint Retrospective, Iteration #2

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
Dr. Willem-Paul Brinkman wants to teach about important Interaction Design ideas and methods	Visit Interaction Design lecture	Tom	Tom	4.0	4.0	yes	Some of us have rescheduled the assignment to next week. Deadline is june 23
		Jannelie	Jannelie	4.0	4.0	yes	
		Harmen	Harmen	4.0	4.0	yes	
	Make End Test for Interaction design	Tom	Tom	2.0	2.0	yes	
		Jannelie	Jannelie	2.0	2.0	yes	
		Harmen	Harmen	2.0	0.0	no	
		Jasper	Jasper	2.0	0.0	no	
		Nando	Nando	2.0	0.0	no	
We visit Tygron to discuss the development of the game. What indicators are created/used? How is property and land divided? Also we have some trouble getting a self-made indicator to work.	Visit Tygron	Nando	Jasper	4.0	4.0	yes	
			Nando	4.0	4.0	yes	
The presentation of the game is on wednesday so we set up the role of the service provider. Add the possible actions, add necessary indicators, add goals, etc.	Create game in the tygron software with all roles of the context.	Tom	Jasper	5.0	5.0	yes	
			Jannelie	5.0	5.0	yes	
			Nando	5.0	5.0	yes	
			Tom	5.0	5.0	yes	
			Harmen	5.0	5.0	yes	
	Present a demo of the game we developed. In specific what the role of the service provider includes.	Jasper	Jasper	5.0	5.0	yes	
We will get feedback on our product plan and we need to use this feedback to improve the product plan	improve product plan	Jannelie	Jannelie	3.0	4.0	yes	
We will get feedback on our product vision and we need to use this feedback to improve the product vision	improve product vision	Harmen	Harmen	3.0	5.0	yes	Finding good articles took more time then expected
Whenever architectural changes are made to the design, these have to be reflected in the Architectual Design Report	Update Arch. design	Tom	Tom	3.0	2.0	yes	
To effectively contribute to the virtual human, every teammember has to be able to use the connector in its workspace	setup GOAL environment	Jasper	Jasper	1.0	1.0	yes	
		Jannelie	Jannelie	1.0	1.5	yes	
		Nando	Nando	1.0	1.0	yes	
		Tom	Tom	1.0	1.0	yes	
		Harmen	Harmen	1.0	1.0	yes	
	Add travis	Nando	Nando	2.0	2.0	yes	Does not work with GOAL
	Add connector to git	Nando	Nando	3.0	6.0	yes	No live view running the agent within Tygron Engin (yet)
To make a start with the implementation of the bot, we want the bot to be able to demolish and build buildings.	The bot should be able to build	Jasper	Jasper	8.0	5.0	no	We didn't implement it yet, we are trying to find out how we could implement this
			Tom	8.0	5.0	no	
	The bot should be able to demolish property	Harmen	Jannelie	8.0	5.0	no	We didn't implement it yet, we are trying to find out how we could implement this
			Harmen	8.0	5.0	no	
			Nando	8.0	5.0	no	
Project Skills requires each member write an essay on the discussion we had about the imaginary conference and added vacation to a European city	Write essay on team work discussion	Jasper	Jasper	2.0	2.0	yes	
		Jannelie	Jannelie	2.0	2.0	yes	
		Nando	Nando	2.0	3.0	yes	
		Tom	Tom	2.0	2.0	yes	
		Harmen	Harmen	2.0	2.0	yes	

Extra work	Actual Effort per Task
Making retrospective #2	2.0
Making backlog #3	2.0

Main Problems Encountered

Problem 1: Tygron Connector	
Description:	Different conflicts prevented a smooth implentation of the agent. Different documentations created an unclear situation to which files where needed to create the agent. For example the TygronManual was outdated, therefor giving wrong information. Other problems came to rise considering the connector and GOAL. A new environment was delivered to solve the problems.
Reaction:	A direct approach with Wouter created a quick understandment about the situation and the solution.

Problem 2: Travis-CI	
Description:	We tried to add Travis-CI to our github repository. Unfortunately Travis din't support GOAL. Therefor CI wasn't possible for the agent reository.
Reaction:	We didn't support CI considering our agent repository.

Problem 3: Sprint Backlog and retrospective	
Description:	We forgot to plan time for making a sprint retrospective and backlog.
Reaction:	We made time to make these documents.

Adjustments for the next Sprint

In the next sprint, we will plan time for the sprint backlog and the sprint retrospective, so we have time for this.