

Sprint Backlog, 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)	Priority (A—E) (A is highest)	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	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.	
			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	Nando	Jannelie	2.0	A, because it is important to keep contact with the other groups. We have to remain updated with their developments.	In specific: the meeting at wednesday morning from 10:00 till 12:00.
			Nando	2.0		
			Tom	2.0		
			Harmen	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	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 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	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 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	C, because attending the lecture is impoirtant, but getting a proper working product is more important	
			Tom	4.0		
			Harmen	4.0		
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	A, because being able to build on smaller plots of land is far more efficient than on huge multipolygons the agent does at the moment	
	Test if these multipolygons are working	Harmen	Harmen	2.0	B, because using polygons plays a big role in the agent system. If this is not working correctly, then crashes might occur during play.	
As a developer I want my agent to have goals on specific zones. The agent percepts 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	A, because we have indicators that differ per zone and we need this information.	
	Test if these zone specific information is working	Jannelie	Jannelie	2.0	B, because the actual implementation is more important, but it should also be tested	
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	D,because it is important to update this document. But we need this to be at the end of the sprint. So this should become after all the other tasks.	
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	A, because we really need this action in order to continue with our goal bot.	
	The new build action should be properly tested.	Tom	Tom	4.0	C, because only after having the code we are able to test, but getting the right goals for indicators is more important then testing.	
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	E, because this needs to be done at the end of the sprint, to let the TA know which part he should check	
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	B, because we need to buy land in te goal code too, but can only be done after implementing a custom action for this.	
	Add custom action BuyLand	Nando	Nando	4.0	A, because it is necessary to successfully buy land in the engine. Having land is important for other features of the agent.	
	test BuyLand	Nando	Nando	2.0	C, because testing this feature is important to the code quality of our product.	
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	B, because after buying land of of another stakeholder it contains unnecessary buildings. These can stand in the way of progress for our indicators.	
	test demolishbuilding	Tom	Tom	2.0	C, because testing this feature is important to the code quality of our product.	
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	B, because we want to be able to react on requests., but zone indicators are more important	
	test requests	Jannelie	Jannelie	2.0	C, because testing this feature is important to the code quality of our product.	
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	B, because we want to be able to ask for permits, but getting the right polygons is more important.	
	Test permits	Harmen	Harmen	2.0	C, because testing this feature is important to the code quality of our product.	