

Sprint Backlog, Iteration #8

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	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	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 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 write an essay about our teamwork so that I can explain why te estimated achievement differs from the actual achievement	Individual essay project skills	Jannelie	Jannelie	3.0	3.0	YES	Deadline is Friday 17 juni, Tom has already made this.
		Nando	Nando	3.0	3.0		
		Harmen	Harmen	3.0	3.0		
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	2.0	2.0	YES	
	Test if these zone specific information is working	Jannelie	Jannelie	2.0	1.0	YES	
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	2.0	5.0	YES	Is dependent on the permits task, but will be quickly implemented after that. For some reason my laptop can't adopt building
		Jannelie	Jannelie	0.0	1.0		
	test demolish building	Jannelie	Jannelie	2.0	0.5	YES	This will be done after 'add module demolish building' is done. Only manual testing.
As a developer I want to bot to be able to respond to requests in the game with a certain strategy so that it can make a nice game.	Implement a strategy for accepting or declining requests	Harmen	Harmen	4.0	10.0	YES	
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	Jannelie	Jannelie	4.0	4.0	YES	
		Tom	Tom	2.0	2.0		
	Test permits	Jannelie	Jannelie	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.	add custom action: Build/?	Tom	Tom	10.0	12.0	YES	Get Relevant Areas does not get used by the Agent. The custom action has been replaced with build_specified_building/6. Tom has no commits
			Nando	0.0	6.0		
	Implement BuildLand/? in the GOAL agent	Tom	Tom	2.0	0.0	YES	
			Jannelie	#N/A	2.0		
	Test the action Build.	Tom	Tom	2.0	2.0	NO	
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	Implement buyLand/4 in the GOAL agent	Nando	Nando	3.0	5.0	YES	
			Jannelie	3.0	1.0		
	Add custom action: BuyLand/4	Nando	Nando	8.0	12.0	YES	Could be done only after the custom action branch has been merged with eishub/context branch. action became: buy_specified_land/7. Includes manual testing
	Test the action BuyLand	Nando	Nando	2.0	0.5	YES	Could be done after "add custom action BuyLand" sprint has been finished. Only manual testing
As a developer I want the bot to have a more advanced strategy, so that it acts more like a virtual human	Design advanced strategy	Harmen	Harmen	1.0	0.0	YES	
			Nando	#N/A	2.0		
	Implement advanced strategy	Harmen	Harmen	3.0	0.0	NO	Due to time limitations, the advanced strategy could not be implemented.
	Test advanced strategy	Harmen	Harmen	2.0	0.0	NO	Could be done after the implementation of the advance strategy.
As a developer I want to have a final report to that can show what we have learned and one during this project	Final Report: Introduction, including a brief problem description and end-user's requirements. Write this part of the document	Harmen	Harmen	2.0	2.0	YES	Deadline is Thursday 16 juni
	Final Report: Overview of the developed and implemented software product. Write this part of the document.	Harmen	Harmen	2.0	2.0	YES	
	Final Report: Reflection on the product and process from a software engineering perspective. Write this part of the document.	Jannelie	Jannelie	2.0	2.0	YES	
	Final Report: Description of the developed functionalities. Write this part of the document.	Harmen	Harmen	2.0	2.0	YES	

	Final Report: Special section on interaction design (development of the HCI module).	Jannelie	Jannelie	2.0	2.0	YES	
	Final Report: Evaluation of the functional modules and the product in its entirety, including the failure analysis. Write this part of the document	Tom	Tom	2.0	2.0	YES	
	Final Report: Outlook. Write this part of the document.	Jannelie	Jannelie	2.0	2.0	YES	
As a developer I want to run some tests in order to see how our project works with users so that I can find improvements for our projects.	Interaction design user study. Execute the plan discussed in the feedback session and write the results to this document.	Nando	Jannelie	3.0	3.0	YES	
			Harmen	3.0	3.0		
			Nando	3.0	3.0		
As a developer I want to keep the architectural design document updated, So that I can show how our code is designed.	Arch Design	Harmen	Harmen	2.0	4.0	YES	

Additional

	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 PR's	Nando	Nando	#N/A	2.0	YES	Time reviewing could also be included in other tasks.
			Jannelie	#N/A	1.5		
			Harmen	#N/A	2.0		
	Fix travis	Nando	Nando	#N/A	0.5	YES	
			Harmen	#N/A	2.0	YES	
			Jannelie	#N/A	1.5	YES	
	write strategy for final report	Nando	Nando	#N/A	2.0	YES	
	Fix build for requests	Jannelie	Jannelie	#N/A	1.0	YES	Removed some bugs and fixed the build.
	Fix checkstyle	Nando	Nando	#N/A	1.0	YES	
	Speed up fix	Nando	Nando	#N/A	2.0	YES	
		Jannelie	Jannelie	#N/A	1.0	YES	

Main Problems Encountered

Problem 1: Tom's Laptop problem	
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 mostly due to bad code he added, but also because of his laptop's condition got worse.
Reaction:	Next month he will buy a new laptop. We couldn't do much about this, because we needed the Tygron game, which was not available on the computers dorm the TU. But when we have a next sprint, we should try to find a back-up laptop in case we encounter a situation like this again.
Problem 2: Testing the custom actions	
Description:	Due to time limitations we were not able to test the costum actions 'build_specified_building' and 'buy_specified_land' in the tygron environment completely. This results in failing the coverage test.
Reaction:	we favoured the addition of the actions, above the high coverage. Taking the risk of a lower grade. However the action succeed to pass the checkstyle and the findbugs checks.

Adjustments for the next Sprint:

For the next sprint, we will try to find a back-up laptop, or find tasks Tom could do on his laptop. In this way we know that what He has to do, can be done. Also we will spend more time on testing, because this is very important for code quality.