

Sprint Retrospective 5

User Story	Task	Assigned to	Estimated Hours	Actual spent hours	Priority	Status	PR	Notes
As a developer I want to enhance the connector with more functionality. To enable myself to create a better agent.								
	Visit tygron	Timo	5	5	B	Done	-	Apparently another group already implemented some of the upgrade percept, when its merged we can further improve it
	Visit tygron	Michiel	5	5	B	Done	-	There's a comment in slack about the things frank is working on.
	Create upgrade types percept	Stefan	4	2	E	Done	#41	We found one percept that we needed, but another

								group was already implementin g this.
	Connect to specific session	Stefan	6	3	B	Done		Release 1.0.9 has solved this
	Communicate with other teams about finishing the connector	Michiel	1	2	A	Done		The meetings wednesday morning are usefull
As an agent When in a simulation I am able to buy ground if I think this is beneficial for me. To construct things that are part of my goals.								
	Implement the strategy we created last week to buy ground	Daan	15	13	C	In progress		Still a work in progress, as the implementati on of certain actions keep changing, the environment gets updated 6 times a day and the overall way to use goal in the Tygron engine keeps changing. It is now possible to

							demolish a building you want, to build something new on it is still in progress. This do this efficiently one of the following is needed: a multipolygon field added to the building percept. With this it is possible to actually know where to build a new building.
	Test the code by running the agent and improve if necessary	Stefan	7	7	D	In Progress	Helped daan with implementing a goal query that can select a specific building, or a building that fits a specific criteria
As an agent When in a simulation I am able to destroy stuff if I think this is beneficial for me. To make room for							

construction or to optimize a certain indicator.								
	Implement the strategy we created last week to destroy buildings	Job	15	12	C	In progress	Destroy_branch	Started this, but it is more work than expected
	Test the code by running the agent and improve if necessary	Timo	7	5	D	In progress		Still work in progress, pairprogrammed with job and helped testing
As an agent When in a simulation I am able to build stuff if I think this is beneficial for me. To optimize a certain indicator or to reach a construction goal.								
	Implement the strategy we created last week to build buildings	Michiel	15	12	C	In progress		Not completely done, for a better choice of building land, we need an exact location. Another group is working on this
	Test the code by	Daan	7	6	D	Done		worked together

	running the agent and improve if necessary							with Michiel to do dynamic testing and using trial and error to get to the point we want. Actual goal tests will follow after we have implemented what we want how we want it.
As a developer I want to describe my architecture so that it is clear to people what our architecture is								
	Extend the architecture document	Michiel	3	3	A	Done	#18	
	Help extending the architecture document	Timo	N/A	3		Done	#18	
As a developer I want to describe our interaction design so this design is clear to us								

and to others								
	Create an interaction design document	Stefan	7	10	A	In Progress		It's not clear what actually needs to be included in this document. Did not create a document. Do have a general idea of what we want to prepare for monday. Most time was spent reading the IxD slides
As an agent I want to adopt goals according to the indicators so that i can improve my score.								
	Define goals in the agent to make sure it want to complete its indicators	Job	10	9	B	Done	#15	
	Coordinate between different goals	Timo	14	10	C	In Progress		We made a start with this together with the indicators, we'll continue this next week

As a developer I want to make a sprintplan so that it is clear to all developers what needs to be done this week								
	Create a new sprintplan	Timo	2	2	A	Done		
	Create a new retrospective	Daan	2	2	A	Done		
As a user I want an agent to have a vision with indicators, so that I know what to expect from this agent.								
	Add one more indicator	Job	2	3	B	Done	-	Added a new indicator based on the amount of trees/parks in the area
As a developer I want to make sure to use CI wherever I can To make sure that my code always works								

	Add travis.yml file to run tests on the goal	Stefan	2	3	A	Done	It runs the goal test with the included environment and the included goal runtime
	Add test.test2g file to test goal	Stefan	N/A	5		Done	

Main problems encountered

Problem 1

Description: We discussed with the other groups on friday what each group would add to the connector for this sprint. We agreed that we would look at upgrades since these needed another percept to work. Although every group was present on friday, codefox didn't tell us that they were already working on it. Because of this, most of the work Michiel and Timo did on tuesday was unnecessary. On our part, we didn't check the issues where we could have seen that someone was already working on it, but because every group was there when we agreed on it we assumed no one was.

Reaction: We stopped working on upgrades and codefox pull requested their work, we could make some more adjustments later if this is necessary. From now on we'll make sure to check the issues before we start working on something.

Problem 2

Description: Wouter implemented some functionalities in the connector that were already implemented or groups were already working on. We don't have a good overview of what Wouter and/or frank is working on.

Reaction: Frank told us on tuesday what he was working on, joining multiple agents in a session, examples of polygons and permits. Stefan planned to implement joining sessions with multiple agents this sprint, but after we found out Frank and Wouter planned on doing this he stopped working on it.

Problem 3

Description: Apparently running our goal agent failed every time someone was editing the map. It took us a while to figure this out and we wasted a lot of time trying to fix the environment while the environment was fine. We also had problems figuring out which session our agent was in, since a lot of people were running agents.

Reaction: We created a duplicate of the vhproject map so we can run our agent on the duplicate, while people can edit the original map. This duplicate also helps us with joining the

correct session since the only people running a session with our duplicate map are our team members.

Problem 4

Description: Our sprintplan had some tasks with 15 hours or more, this is too much and should be split out further in smaller more specific tasks. This was our lowest grade so requires our attention. It also makes it hard to see what has been done for large tasks.

Reaction: For the next sprint plan we've created smaller and more specific tasks and we agreed to never have a task with 10 hours or more. This way when a task is more work we have to split it and large tasks are prevented.

Adjustments for the next Sprint Plan

Keep a better overview of what everyone is working on to prevent collisions.

We'll keep track of the issues on github to prevent working on features that someone else is already implementing. So we can prevent collisions with other groups. Also we'll communicate at tygron every tuesday to find out what Frank/Wouter are working on to prevent collisions with them as well. This way we prevent a lot of duplicate work.

Run our agent in a duplicate map to prevent unexpected failures

We'll keep creating duplicate maps to test our agents in so we don't get unexpected failures because other groups are editing the map. This way we can prevent a lot of frustration and travis tests will run more consistently, last week a few builds failed because someone was editing the map, which is something we want to prevent.

Create smaller more specific tasks.

Starting with the next sprintplan we'll try to define smaller tasks that are more specific. We will try to split large tasks in smaller tasks so that it is a lot clearer what has to be done and we can easier check if something has been done. The last few sprint some large tasks didn't get finished, simply because they were too large to finish in one sprint and had a lot of different parts that had to be done. This makes things very unclear in the sprint plan and we are trying to prevent this from now on.