

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	Job	5		D	Not Done		priority D, since we're not sure yet if this will be necessary We'll have to see what other groups are planning					
	Visit tygron	Timo	5		D	Not Done							
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 custom actions for buying land in the connector	Stefan	9		C	Not Done		priority C, it would be a nice bonus if we have some more functionality					
	Use the custom actions to implement our strategy in goal	Daan	10		C	Not Done		priority C, it would be a nice bonus if we have some more functionality					
	Test the goal code mentioned above	Daan	5		D	Not Done		Priority D, because tests are important, but not as important as writing the code itself					
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 a way to build buildings in different shapes for a nicer skyline	Stefan	7		E	Not Done		Priority E, it would create a much more divers simulation, but its not very important					
	Add some more code about which relevant_area to build on first	Timo	9		C	Not Done		Priority C, picking the first in the list isn't a very nice implementation and this should be extended					
As a developer I want to describe myarchitecture so that it is clear to people what our architecture is													
	Finish the architecture document	Michiel	5		A	Not Done		Priority A since its a deliverable					
	Finish the architecture document	Timo	5		A	Not Done							
As an agent I want to build green constructions to improve my indicator score													
	Implement our tactic of building green in goal	Job	9		B	Not Done		Priority B, this will improve our simulation a lot					
	Test the goal code mentioned above	Job	4		C	Not Done		Priority C, because tests are important, but not as important as writing the code itself					
As an agent I want to handle requests so I can interact with other stakeholders													
	Add answers to more kinds of request	Daan	10		C	Not Done		Priority C, it would be nice to extend this code a bit with some more intelligent decision making					
	Test the goal code mentioned above	Daan	6		D	Not Done		Priority D, because tests are important, but not as important as writing the code itself					
As a developer I want to write a final report so others can read and understand our project													
	Write an introduction	Michiel	2		B	Not Done		Priority B, although its still a draft version the final report is very important for our final grade and we need proper feedback					
	Write the overview of the developed and implemented software product	Stefan	5		B	Not Done							
	Write a reflection from the software engineering perspective	Stefan	5		B	Not Done							
	Write a description of the developed functionality	Michiel	5		B	Not Done							
	Write an evaluation on the product, including failure analysis	Michiel	5		B	Not Done							
	Write an outlook	Stefan	5		B	Not Done							
	Finalize the report and hand it in	Michiel	1		B	Not Done							
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 retrospective for sprint 8	Timo	3		A	Not Done		Priority A, since its a deliverable Timo will be responsible for this and the rest of the team will help come up with some ideas					
	Participate in creating the new retrospective for sprint 8	Daan	1		A	Not Done							
	Participate in creating the new retrospective for sprint 8	Job	1		A	Not Done							
	Participate in creating the new retrospective for sprint 8	Michiel	1		A	Not Done							
	Participate in creating the new retrospective for sprint 8	Stefan	1		A	Not Done							
As a user I want an agent to have a vision with indicators, so that I know what to expect from this agent.													
	Fine tune indicators after all new implementations to create a interesting game	Job	3		B	Not Done		Priority B, its necessary for a good simulation to have these indicators finetuned					
As a developer I want to test all of my code so that I'm sure that it works properly													
	Make sure everything in goal is tested properly and improve tests if not	Timo	10		B	Not Done		Priority B, testing is a big part of our grade also and it's important to make sure everything is working correctly					
As an agent I want to switch between indicators to fulfill them all													
	Make a final strategy for switching between different actions	Michiel	5		B	Not Done		Priority B, this is important since its the main switch between all our other code					
	Make sure this final strategy works with the other stakeholders	Job	5		B	Not Done							
	Implement the strategy mentioned above	Michiel	5		B	Not Done							
	Implement the strategy mentioned above	Job	5		B	Not Done							

[illegible]