| 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 | 5 | B | Done | | |
| | Visit tygron | Daan | 5 | 5 | B | Done | | |
| | Implement more functionality* | Stefan | 7 | 5 | C | Done | #71 | Improved Upgrade Types percept, Helped timo with the new building percept and built environments. |
| As an agent When in a simulation I am able to buy ground if I think this is benificial for me. To construct things that are part of my goals. | | | | | | | | |
| | If we need some extra space around a destroyed building, buy that land | Daan | 9 | 9 | B | In progress | | This user story envelops a lot of aspects that the agent should be able to do. This includes being able to compute multipolygons, being able to handle requests by other agents and knowing when to start collecting more ground. This is still a work in progress. |
| | Determine the best piece of land to buy for a new building if destroying one is not possible | Daan | 8 | 9 | C | In progress | | See the previous comment |
| | Manually test the functionality of the two tasks above and improve if necessary | Michiel | 7 | 7 | C | Not Done | | Manually testing is not especially done for buying land, but more for testing to create land |
| As an agent When in a simulation I am able to destroy stuff if I think this is benificial for me. To make room for construction or to optimize a certain indicator. | | | | | | | | |
| | Make a list of all buildings that should be destroyed | Job | 10 | 14 | B | Done | #27 | Almost done, just need to add the type of the building (waiting for that percept) |
| | Let the agent destroy a building on the list if it needs to destroy a building | Job | 4 | 4 | B | Done | #27 | |
| | Manually test the functionality of the two tasks above and improve if necessary | Timo | 7 | 6 | C | Done | - | Did a lot of simulation runs every time we changed environment. |
| As an agent When in a simulation I am able to build stuff if I think this is benificial for me. To optimize a certain indicator or to reach a construction goal. | | | | | | | | |
| | The agent should know were land is free to build on, to be able to build the desired building | Michiel | 8 | 11 | B | Done | #26 | For now, the new building is build on the multipolygons of a demolished building |
| | The agent needs to build the right building: so it needs to be able to choose the building need | Michiel | 5 | 5 | B | Done | | |
| | Manually test the functionality of the two tasks above and improve if necessary | Stefan | 7 | 4 | C | In Progress | | Test weren't actually working until the last moment. |
| As an agent When in a simulation I am able to upgrade buildings we own | | | | | | | | |
| | The agent should know what upgrades we can use | Stefan | - | 4 | | Done | #35 | |
| | The agent should apply the aforementioned upgrades to the available buildings | Stefan | - | 4 | | Done | #35 | |
| As a developer I want to descirbe myarchitecture so that it is clear to people what our architecture is | | | | | | | | |
| | Extend the architecture document | Michiel | 3 | 3 | A | Done | | Added some more information about the working with modules |
| As a developer I want to descirbe our interaction design so this design is clear to us and to others | | | | | | | | |
| | Prepare ID meeting for monday 30 june | Michiel | 7 | 7 | B | Done | #29 | |
| | Enhance the ID document for the meeting | Stefan | 5 | 5 | B | Done | #29 | |
| | Enhance the ID document for the meeting | Timo | - | 3 | B | Done | #29 | Helped improving the ID document Reworked it after the feedback |
| As an agent I want to adopt goals according to the indicators so that i can improve my score. | | | | | | | | |
| | Coordinate between the different goals | Timo | 10 | 8 | C | Done | #28 and #31 | Some coordination is needed since a lot of tasks use this as well |
| 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 | Job | 2 | 2 | A | Done | | |
| | Create a new retrospective | Timo | 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. | | | | | | | | |
| | Enhance indicators for upgrades of buildings | Job | 2 | 2 | E | Done | | This wasn't needed, because our old indicators already work with upgrades. The time I spent on it was finding out how upgrades work in Tygron and testing with our old indicators |
| | Labels for excel sheets of indicators | Job | 7 | 6 | B | Done | | To be able to use custom indicators we probably need to add labels, this depends a bit on the implementation by the group thats fixing this issue. See issue #53 on git |
| | Testing and fixing indicator labels after changes for tygron PR #61 | Timo | - | 4 | B | Done | #28 | All working now except the regular build indicator |
| As a developer I want to demo my product so that my stakeholders can give feedback during development | | | | | | | | |
| | Prepare demo for 3 juni | Daan | 8 | 9 | A | Done | | |
| As a developer I want to test all of my code so that I'm sure that it works properly | | | | | | | | |
| | Write tests on process of destroying and building new buildings | Stefan | 8 | 2 | B | In progress | | |
| | Write tests on the coordination between goals | Timo | 8 | 8 | B | In Progress | #32 | Main module test isn't working at the moment, can't find out why |
| As a developer I often need help from my co-developers so I can work more efficiently | | | | | | | | |
| | Solve goal problems when they occur | Timo | 3 | 4 | D | Done | | Added the new percepts as believes so everyone can work with them created a branch with multipolygons for buildings so we can work with them while there's no other solution yet extended tests for J2Building with powerMockito |
| | Solve git and environment problems when these occur | Stefan | 3 | 4 | D | Done | | |
| | Totals | Stefan | 30 | 28 | | | | |
| | | Timo | 30 | 35 | | | | |

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|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Michiel | 30 | 33 | | | | | | | | | | | |
| | | Job | 30 | 33 | | | | | | | | | | | |
| | | Daan | 30 | 32 | | | | | | | | | | | |