

Sprint Retrospective 3

User Story	Task	Assigned To	Estimated Hours	Actual Spent hours	Priority	Status	Notes
Tygron Game	Determine a vision for the TU Delft	Everybody	3	5	B	Done	
	Extend indicators with this vision	Job	3	12	B	Done	All done, just needs to be added to the VHproject map
	Visit tygron	Job	4	6	A	Done	
Setup	Help everyone with getting goal/connector working	Stefan	2	4	A	Done	
	Setup a goal document to build the agent	Stefan	1	1	B	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.							
	Determine the best ground to buy	Daan	5	8	D	In Progress	Methodology for determining the best ground to buy is done, but the actual implementation cannot be done yet, as

							the required functionality is still missing.
	Buy a piece of ground	Daan	3	11	C	Done	See branch buyground_and_build_on_it_test
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.							
	Determine the best building to destroy	Timo	5	8	D	In Progress	Implementation cannot be done due to missing functionality, added these to the requirements.
	Destroy a building	Timo	3	10	C	Done	See demolishtest branch, spent a lot of time figuring things out
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.							
	Determine the best place to build something on	Michiel	5	11	D	In Progress	Cannot be done yet. There is no percept or information available with the location of the building. This information is crucial to determine the best place to build something on
	Determine the best building to build	Stefan	5	5	D	In Progress	Implementation cannot be done right now because the agent has no information about buildings it can build apart from the name. It needs to get price per square meter and potential profit to make a good decision

	Build a building	Michiel	3	5	C	Done	See branch buyground_and_build_on_it_test
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Main problems encountered

Problem 1

Description: The connector had far less functionality than we thought it would have. Because of this we weren't able to do as much as we would've wanted this sprint.

Reaction: We spent a lot more time to come up with a list of functionality we were missing and discussing this with other groups.

Problem 2

Description: We underestimated the time needed for each task, we needed a lot more time for figuring out all the different parts of the connector and the agents. The documentation is very limited.

Reaction: We spent a lot of time at the TU Delft as a group, discovering how everything worked and helping each other.

Problem 3

Description: We did not communicate at all with Wouter which left us with a lot of questions about the connector and how we should use it.

Reaction: We had trouble implementing even the basic functions of the Tygron engine because we did not fully understand how the connector and goal code worked.

Problem 4

Description: The communication with other groups about the connector or about problems we both encounter is very limited, this makes discussions about the connector harder and costs all groups a lot more time when they encounter a problem.

Reaction: We had several meetings with all groups this week to talk about these things.

Adjustments for the next Sprint Plan

Make better estimates for the time a task will take

To prevent spending a lot longer on a task than stated in the sprint plan we should think more carefully about what the task that we wrote down includes and possible problems that we might encounter.

Communicate better with Wouter

The past week we struggled with getting the basic functions of Tygron to work for our agent and there were a lot of things that we did not know how to implement or use. In the coming weeks we will try to communicate better with Wouter to make sure everything about the connector is as clear as possible.

Communicate better with other groups

We decided together with Joost to all be present on every wednesday starting from 11.

Together with the meeting every tuesday at Tygron this should improve the communication between the teams.