| User Story | Task | Assigned To | Estimated Hours | Actual spent hours | Priority | Status | Notes |
|---|---|--------------|-----------------|--------------------|----------|----------|-------|
| | | | | | | | |
| Tygron Game | Determine a vision for the TU Delft | Everybody | 3 | | В | Not Done | |
| | Extend indicators with this vision | Job | 3 | 1 | В | Not Done | |
| | Visit tygron | Job, Michiel | 4 | | Α | Not Done | |
| | | | | | | | |
| Setup | Help everyone with getting goal/connector working | Stefan | 2 | | Α | Not Done | |
| | Setup a goal document to build the agent | Stefan | 1 | | В | Not Done | |
| | | | | | | | |
| 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. | | | | | | | |
| | Determine the best ground to buy | Daan | 5 | i | D | Not Done | |
| | Buy a piece of ground | Daan | 3 | | С | Not Done | |
| | | | | | | | |
| 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. | | | | | | | |
| | Determine the best building to destroy | Timo | 5 | i | D | Not Done | |
| | Destroy a building | Timo | 3 | 1 | С | Not Done | |
| 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. | | | | | | | |
| | Determine the best place to build something on | Michiel | 5 | | D | Not Done | |
| | Determine the best building to build | Stefan | 5 | | D | Not Done | |
| | Build a building | Job | 3 | | С | Not Done | |