

**Sprint Plan #4 group 3 - Virtual Humans for serious gaming**

User Story	Task	Task Assigned To	priority (1>2>3)	Estimated Effort per Task	Done (yes/no)?	actual time	Notes
<b>Deliverables</b>	Continuous task, update EAD	Bernd	2	2			
	Fixing TravisCI with Maven	Max	1	4			Figuring out why TravisCI is still acting up. If it keeps acting weird then a mail/question with programmers of GOAL could be useful.
<b>GAM java port</b>	Discuss testing of Gamygdala port with other group	Yannick	1	1			The gamygdala port needs to be tested by the other group so that we can use it without having to doubt constantly whether the port is working as it's supposed to.
<b>Progress towards enabling the GOAL programmers to configure and use Gamygdala</b>	Enabling non-default settings through the emotionconfig files + testing (user story 2)	Bernd, Max	2	35			
	Adding an emotional database to the mentalstate in a similar way to how there is a goalbase and making query methods for them + testing (user story 4)	Yannick, Rolf	1	20			
	Figuring out how to add the query methods to agent programs files so that they are parsed by ANTLR and called in the right places by GOAL (user story 4)	Joost, Rolf, Yannick	1	40			
							This week we will be implementing user stories 2 and 4 that can be found in the product planning
<b>*GAM = gamygdala</b>							0 This week there are only 3 project blocks where we can work on the actual project.