Sprint Plan #2 group 4 - 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
	Emergentarchitecturedesign	Max	1	4	yes	4	
	Contact agent and bridge group about relevant percepts	Yannick	2	2	no	0	This was not very useful to do in week 2 as these groups haven't implemented enough features to discuss
	Contact other groups about evaluation triggers	Yannick	3	2	no	0	This was not very useful to do in week 2 because we haven't decided how to evaluate
	Client meeting	Yannick	1	1,5	yes	1	
	Think about git pull requests	Yannick	2	1	yes		
	Maven en dergelijke opzetten	Everybody	1	4	no	4	With TravisCI, Octopull
Understand GOAL	GOAL setup	Everybody	1	8	yes	12	
	Understanding GOAL architecture	Joost	1	10	no	4	
	Analyse where the emotion evalutation should be in GOAL	Bernd	2	8	yes	7	
	Place first emotion predicate in GOAL	Rolf	3	8	no	2	Didn't have the analysis on where emotion evalution should be done before thursday evening and easier to start with implementing this when we have the java port of Gamygdala. Worked on Product Vision on friday after feedback.
GAM java port	Contact group 4 (GAM plugin) about GAM and GOAL	Yannick	1	4	yes	1	Group 4 was working on GOAL and the gamygdala port this week so discussion about their GOAL setup happened on friday. We will need to talk to them again next week about the port so we can start using it to integrate gamygdala in goal
	Understanding GAM java port	Max	1	4	yes	1	
EXTRA (These are the tasks that were added later on)	product plan	Bernd,Max	1	4	yes	5	
	Create a parser for emotionconfigurations. (How beliefs affect goals, relations between agents and goals for agents)	Bernd, Max	2	10	yes	14	Adding exceptions and testing took a bit longer than expected
	Creating a Gamydgdala instance in GOAL and registering agents that are created in GOAL to gamygdala	Joost, Yannick, Rolf	2	4	yes	4	
				56,5		59	This week there are only 2 project blocks where we can work on the actual project.

*GAM = gamygdala