

Sprint Plan #6 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
Deliverables	Continuous task, update EAD	Rolf	2	2			If necessary at the end of the week then the EAD should be updated.
	Discuss the Human Computer Interaction section of the report	everyone	1	15			Everyone should be looking at this, it might be a good idea that after discussing this someone starts writing a draft of this section
Debugging emotions	Contacting simpleIDE dev about adding a tab for emotions (replacement of user story 3)	Yannick	2	4			
Updating gamygdala port	Other group updated gamygdala, this should be put in our runtime	Rolf	1	8			
Seperate emotion base	Implementing a seperate emotion base like a goal- and beliefbase + testing (subtask of userstory 4)	Rolf, Yannick	1	25			
	Implement grammar functions for new emotionbase	Joost	1	8			
Allowing programmer to define properties of the emotion configuration	Figuring out what the best way is to relate beliefs to goals (userstory 1)	Max, Bernd	1	10			
	Implement the initial relation between beliefs and goals + testing (userstory 1)	Max, Bernd	2	20			We probably don't have enough time to implement this new relation fully, but we should at least have a first working version
	Setting up a demo that uses the relation between beliefs and goals (userstory 1)	Max, Bernd	3	5			
	Adding a decay factor in emotionconfig + test	Joost	3	4			
	Adding option to select between the two decayfunctions in emotionconfig + test	Joost	3	4			
*GAM = gamygdala				101	0	0	