

Sprint Plan #5 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	Yannick	2	3	yes	4	Made diagram of Maven dependencies of GOAL project
Demo	Setting up demo in the tower world environment	Joost	1	12	yes	12	
	Setting up demo where actions are chosen on the basis of emotions (userstory 4)	Rolf	2	12	yes	12	
Visualizer	See if gamygdala webinterface is useable for our project (replacement for userstory 5)	Yannick	1	4	yes		For now this will be done with the simpleIDE instead of the webinterface
	Implement interface where emotion values are visible for each agent. (replacement for userstory 5)	Yannick,Joost,Rolf	1	24	no	4	For now this will be done with the simpleIDE instead of the webinterface
Progress towards enabling the GOAL programmers to configure and use Gamygdala	Extending the emotionconfig to allow to define relations between beliefs, goals and agents (userstory 2)	Bernd, Max	2	35	almost	35	We managed to get the EmotionConfig working. Also we made the usage of relations possible. The white list works and goals can be defined with default values. only de relation between beliefs and goals needs to be done. Because of design problems we needed to think this out further before creating it.
	Create EmotionBase	Yannick	1	0	WIP	12	EmotionBase created, needs to be tested and then pulled to master
*GAM = gamygdala				90	0	79	