

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

| User Story | Task | Task Assigned To | priority (1>2>3) | Estimated Effort per Task | Notes |
|---|---|------------------|---------------------|---------------------------|--|
| Deliverables | Emergent architecture design | Bernd | 2 | 2 | |
| | Contact agent and bridge group about relevant percepts | Yannick | 2 | 2 | |
| | Contact other groups about evaluation triggers | Yannick | 3 | 1,5 | |
| | Client meeting | Yannick | 1 | 2 | |
| | Maven en dergelijke opzetten | Max | 1 | 2 | With TravisCI, Octopull |
| | Product planning update | Max | 1 | 2 | |
| | | | | | |
| GAM java port | | | | | |
| | Contact group 4 (GAM plugin) about GAM plugin | Yannick | 1 | 2 | |
| | Understanding GAM java port | Everybody | 2 | 5 | |
| Progress toward GOAL goals cause updates state GAM | | | | | |
| | Initialisation of GAM in Goal + registering agents | Bernd, Max | 1 | 12 | |
| | Goals for agent must be registered in GAM | Rolf,Yannick | 1 | 20 | |
| | Statically define relations of the goals and properties | Joost | 2 | 12 | |
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| *GAM = gamygdala | | | | 62,5 | This week there are only 3 project blocks where we can work on the actual project. |