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	2	
	Client meeting	Yannick	1	2	
	Maven en dergelijke opzetten	Max	1	2	With TravisCI, Octopull
	Product planning update	Max, Bernd	1	4	
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	Testing the initialization of Gamygdala in GOAL	Joost	1	3	
	Testing the registering of agents in Gamygdala on instansiation	Rolf	1	3	
	Goals for agent must be registered in GAM + testing	Rolf, Joost, Yannick	1	25	Rolf and Joost will have to do a bit more on this task than Yannick to divide the work equally
	Inserting the parsed emotion configuration into the Gamygdala instance on instantiation + testing	Bernd, Max	2	14	
*GAM = gamygdala				66	This week there are only 3 project blocks where we can work on the actual project.