

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 neccessary at the end of the week then the EAD should be updated.
	Discuss the Human Computer Interaction section of the report	everyone	1	10			
Debugging emotions	Implementing a first version of a visualizer (replacement of user story 3)	Joost, Yannick	2	30			To divide the work equally Joost should be the main person working on this
Seperate emotion base	Implementing a seperate emotion base like a goal- and beliefbase + testing (subtask of userstory 4)	Rolf, Yannick	1	25			To divide the work equally Rolf should be the main person working on this
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 impelement 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			
*GAM = gamygdala				102	0	0	