Sprint Plan #7 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
	EAD	Yannick	3	1			Add maven architecture picture and do other updates
Interaction design	Setting up a demo with all new features in the BW4T environment	Max, Bernd	2	8			
	Creating a tutorial for using gamygdala in the BW4T/Towerworld environment and other preperations for the interaction design session	Max, Bernd	2	40			This includes checking all the documentation, writing new documentation etc.
	Interaction Design ding met agent groep	Yannick	2	4			Lets first see how far they get with just our current user guide making an agent using emotion is a simple environment, then add some things according to their feedback, then do another session with the new and improved tutorial end of week or next sprint
	Fix open issues IDE	Joost	1	12			Agent group wants to start coding with emotions monday the 15th. IDE needs to be done by then and ideally data for user interaction thing has been gathered from this group before they have any experience with this version of goal.
	Towerworld demo Hindriks	Yannick	2	1			Just to show that bots in towerworld can feel
	Consult Vincent about unit testing our functionality	Yannick	2	1			
	Write unit tests (for emotionbase code & other untested additions if any)	Yannick	2	12			
	Write an integration test using BW4T or towerworld environment	Yannick	2	8			
	Insert emotions from EmotionBase as updates into BeliefBase at prolog level	Rolf	1	20			
	Testing decay factor	Joost	2	8			
				115	0	0	