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	Continous task, update EAD	Rolf	2	2	no	0	More important tasks took more time than expected
	Discuss the Human Computer Interaction section of the report	everyone	1	15	yes	10	Everyone should be looking at this, it might be a good idea that after discussing this someone starts writing a draft of this section
Debugging emotions	Contacting simpleIDE dev about adding a tab for emotions (replacement of user story 3)	Yannick	2	4	yes	1	Vincent said we ought to be able to manage this task ourselves
Updating gamygdala port	Other group updated gamygdala, this should be put in our runtime	Rolf	1	8	yes	8	
Seperate emotion base	Implementing a seperate emotion base like a goal- and beliefbase + testing (subtask of userstory 4)	Rolf, Yannick	1	25	no	24	Fixing maven poms for all dependent project so their dependencies resolve to our mvn-repo took some time. Finding out where code needs to be changed is complex, the effort required to make a small addition like an extra base is quite high. The emotion base is added to every agent, now we need to code adding the updates it can generate to the belief base at prolog level
	Implement grammar functions for new emotionbase	Joost	1	8	yes	4	
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	yes	15	
	Implement the initial relation between beliefs and goals + testing (userstory 1)	Max, Bernd	2	20	yes	20	
	Setting up a demo that uses the relation between beliefs and goals (userstory 1)	Max, Bernd	3	5	no	0	We decided to look at setting up a demo next week, since we wanted to do a combination of a demo and a tutorial for the interaction feedback.
	Adding a decay factor in emotionconfig + test	Joost	3	4	yes	2	
	Adding option to select between the two decayfunctions in emotionconfig + test	Joost	3	4	yes	2	
Adding emotion tab to simpleIDE	Adding emotion tab for inspection while agent is running	Joost	2	0	yes	8	
	Adding emotionconfig file to project explorer	Joost	2	0	no	4	
				101	0	98	Many sick days this week. (Yannick 3, Bernd 2, Joost 1)