

**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	yes	8	Complete rewrite done. Glossary still needs fixing because it isnt printed
<b>Interaction design</b>							
	Setting up a demo with all new features in the BW4T environment	Max, Bernd	2	8	yes	15	Many bugs arrised and were fixed before completing the demo
	Creating a tutorial for using gamygdala in the BW4T/Towerworld environment and other preperations for the interaction design session	Max, Bernd	2	40	yes	32	This includes checking all the documentation, writing new documentation etc.
	Fix open issues IDE	Joost	1	12	yes	20	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	yes	0.5	Sent mail with instructions for demo
	Consult Vincent about unit testing our functionality	Yannick	2	1	no	0	
	Write unit tests (for emotionbase code & other untested additions if any)	Yannick	2	12	no	0	
	Write an integration test using BW4T or towerworld environment	Yannick	2	8	no	0	
	Insert emotions from EmotionBase as updates into BeliefBase at prolog level	Rolf	1	20	no	22	Emotions are not yet inserted in swidb. (prolog knowledge base) Code is correect. Not sure if Maven builds project correctly by using local repo. Need to deploy mentalstate to test
	Testing decay factor	Joost	2	8	no	0	Not testable because it requires non implemented functionality
	Fixing Maven deploy MentalState			2	yes	8	Done (finally)
				111	0	97	