Sprint Plan #4 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	Bernd	2	2	yes	0	There was nothing to add to the EAD this week. Will be further updated in the following weeks if needed.
	Fixing TravisCI with Maven	Max	1	4	yes	2	Figuring out why TravisCI is still acting up. If it keeps acting weird then a mail/question with programmers of GOAL could be useful. **UPDATE: FIXED**
GAM java port	Discuss testing of Gamygdala port with other group	Yannick	1	1	yes	1	The gamygdala port has been sufficiently tested by group 4. (80% coverage) They will work on a test that compares results from the java port to ones rendered by the js original to make sure the port is up to spec
	Client meeting	Yannick	1	0	yes	1,5	Meeting notes in mail
	Find CI tool for code coverage and set it up	Yannick	2	0	no	3	Done on monday
Progress towards enabling the GOAL programmers to configure and use Gamygdala	Enabling non-default settings through the emotionconfig files + testing (user story 2)	Bernd, Max	2	35	yes	40	
	Adding an emotional database to the mentalstate in a similar way to how there is a goalbase and making query methods for them + testing (user story 4)	Yannick, Rolf	1	20	yes	22	Instead, emotions are received as a percept (e.g. gam(joy, 0.2)) and can then be added to the beliefbase.
	Figuring out how to add the query methods to agent programs files so that they are parsed by ANTLR and called in the right places by GOAL (user story 4)	Joost, Rolf, Yannick	1	40	yes	24	Make a reserved keyword for the gam/2 predicate, just as the percept/1 predicate. Within this gam keyword one of the 16 possible emotion names should be the first parameter, the second one is a value which the specified emotion value must at least be. As example: "bel(gam(joy, 0.2))" is a correct query.
***GAM = gamygdala**				102		93,5	This week we will be implementing user stories 2 and 4 that can be found in the product planning