

Sprint Plan #8 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	EAD	Max	2	1			Fix glossary and bibliography
Interaction design	Session with group 1	Yannick, Bernd, Joost	1	12			Many bugs arrived and were fixed before completing the demo
	Update tutorial	Max	1	4			This includes checking all the documentation, writing new documentation etc.
	writing down notes to report	Max/Bernd	1	10			
	Make summary on what can change and what what good (HCI section)	Max/Bernd	1	15			
IDE	Test 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.
	Testing decay factor	Joost	2	4			Not testable because it requires non implemented functionality
Testing	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			
Emotion base	EmotionBase inserted in prolog db	Rolf	1	15			Emotions are not yet inserted in swidb. (prolog knowledge base) Code is correct. Not sure if Maven builds project correctly by using local repo. Need to update dependencies in runtime and see if that helps. If not this will be more work :(
Final report	Introduction, including a brief problem description and end-user's requirements	Max	1	5			
	Overview of the developed and implemented software product	Joost	1	5			
	Reflection on the product and process from a software engineering perspective	Rolf	1	5			
	Description of the developed functionalities	Yannick	1	5			

	outlook	Bernd	1	5			
				118		0	