

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	Continuous task, update EAD	Yannick	2	3			If necessary at the end of the week then the EAD should be updated. Class diagrams should be added to the EAD.
Demo	Setting up demo in the tower world environment	Joost	1	12			
	Setting up demo where actions are chosen on the basis of emotions (userstory 4)	Rolf	2	12			
Visualizer	See if gamygdala webinterface is useable for our project (replacement for userstory 5)	Yannick	1	4			
	Implement interface where emotion values are visible for each agent. (replacement for userstory 5)	Yannick,Joost,Rolf	1	24			
Progress towards enabling the GOAL programmers to configure and use Gamygdala	Extending the emotionconfig to allow to define relations between beliefs, goals and agents (userstory 2)	Bernd, Max	2	35			If there is extra time it would be interesting to also add some default configurations, for example a configuration for a cooperative and competitive team.
*GAM = gamygdala				90	0	0	