

**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
<b>Deliverables</b>	Continuous task, update EAD	Rolf	2	2			If necessary at the end of the week then the EAD should be updated.
	Discuss the Human Computer Interaction section of the report	everyone	1	10			
<b>Debugging emotions</b>	Implementing a first version of a visualizer	Joost, Yannick	2	30			To divide the work equally Joost should be the main person working on this
<b>Seperate emotion base</b>	Implementing a seperate emotion base like a goal- and beliefbase + testing	Rolf, Yannick	1	25			To divide the work equally Rolf should be the main person working on this
<b>Allowing programmer to define properties of the emotion configuration</b>	Figuring out what the best way is to relate beliefs to goals	Max, Bernd	1	10			
	Implement the initial relation between beliefs and goals + testing	Max, Bernd	2	20			We probably don't have enough time to implement this new relation fully, but we should at least have a first working version
	Setting up a demo that uses the relation between beliefs and goals	Max, Bernd	3	5			
<b>*GAM = gamygdala</b>				102	0	0	