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	yes	3	Fix glossary and bibliography, also needed to be updated (update part done by Bernd)
Interaction design	Session with group 1	Yannick, Bernd, Joost	1	12	yes	11	
	Update tutorial	Max	1	4	yes	2	This includes checking all the documentation, writing new documentation etc.
	writing down notes to report	Max/Bernd	1	10	yes	10	writing down the problems during the interview and maybe listen again to the audio file on x3 speed to catch extra notes
	Make summary on what can change and what was good (HCI section)	Max/Bernd	1	15	yes	12	including fixing documentation and fixing the bugs
IDE	Test IDE	Joost	1	12	yes	8	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	no	10	Sadly still didn't get to do testing because there are errors in our added code (swiprologmentalstate package) that I wanted to fix first. This is WIP for this weekend.
	Write an integration test using BW4T or towerworld environment	Yannick	2	8	no	0	No use writing integration test when no unit tests. Also needed time for report
Emotion base	EmotionBase inserted in prolog db	Rolf	1	15	no	10	Weren't able to get it to work yet.
Runtime	Implement relations from gamygdala into runtime	Rolf	1	5	yes, but only tested manually	5	Emotions related to relations (gratitude, happyFor) were not yet added during runtime
Final report	Introduction, including a brief problem description and end-user's requirements	Max	1	5	yes	3	
	Overview of the developed and implemented software product	Joost	1	5	yes	5	
	Reflection on the product and process from a software engineering perspective	Rolf	1	5	yes	6	
	Description of the developed functionalities	Yannick	1	5	yes	5	

	outlook	Bernd	1	5	yes	3	
	Evaluation of the functional modules and the product in its entirely, including failure analysis	Max	1	2	yes	2	
				125		95	