Sprint Plan reflection # 8

User Story	Task	Task Assigned To	Estimated Effort per Task	Actual Effort per Task	Done?	Notes
A user needs a virtual human for tygron	Put emotions into the strategy	Karim	2 points	5 hours	No	Noor took this over and added emotions. A complication accored with modules (see problems section)
A User needs virtual human with a strategy	Add permits for housing and company	Karim, Roy, Chantal	8 points	50 hours	Yes	Team contribution + more hours for debugging. Permits added newe strategies
	Fix placeholders	Paul	4 points	8 hours	Yes	
	Clean code	Roy	1 point	2 hours	Yes	
	Create scenario tests	Noor, Chantal, Paul	10 points	3 hours	No	Problem with test2g files (see problem section

Main Problems Encountered

	Desciption	Solution
Test	The atstart and adend testconditions did not work propperly, everything we had to test had to do with differences throughout the game sessions. I	We manually tested every scenario. This way we are sure the code works.
Build	The build actions was a problem. It did not work. This made running the code impossible.	Group 1 fixed this error very fast (within a day).
Gamygdala	The Gamygdala port was only avaible from Wednesday on, because on Wednesday we were finally able to work with the propper environment we had to do a lot of work in a very short timespam	Implementing the real basic parts of emotions.