# Reflection Sprint Plan # 8

| User Story | Task | Task Assigned To | Estimated Effort per Task | Actual Effort per Task |
|---|---|---|---|---|
| A user needs a virtual human for tygron | Put emotions into the strategy | Karim | 2 points | 12 points |
| A User needs virtual human with a strategy | Add permits for housing and company | Karim, Roy, Chantal | 8 points | 40 points |
| | Fix placeholders | Paul | 4 points | 18 points |
| | Clean code | Roy | 1 point | 20 point |
| | Create scenario tests | Noor, Chantal, Paul | 10 points | 30 points |

| Main problems encounterd | |
|---|---|
| **Description** | **Solution** |
| The atstart and adend testconditions did not work propperly, everything we had to test had to do with differences throughout the game sessions. Because of this we were not able to test propperly | We manually tested almost every scenario. This way we are sure the code works, but the documentation is less |
| The environment percepts were only avaible from Monday, throughout the week they were also down for some time. We were able to write code with it, but we were unable to see if our code worked. This made it almost impossible to add new code at that moment. | We worked on refactoring the code instead, we tried to write code withoud beeing able to look at the results, bu this did not always go that well |
| 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 | We worked very hard to get most of the things done and deliver a workning product |