

# Sprint Plan # 1

Context: Virtual Humans for Serious Gaming

Group: Connector

Due: 24 April 2015

Effort in points from scale one to ten. Ten will cost the most time, one the least.

| Task                                     | Assigned to   | Estimated effort | Notes  |
|--|---------------|------------------|--|
| Set- up simple java Pong game            | Paul          | 3                | Get from an open source source + adjust                  |
| GOAL requirements (needed percepts)      | Dereck        | 1                | Has to be done quickly so that Joe and Harm can continue |
| GOAL Implementation for Pong Agent       | Dereck        | 2                |  |
| Integrate EIS with simple java Pong game | Natasa        | 5                |  |
| Implement EIS GOAL to JAVA for Pong      | Harm / Joe    | 10               |  |
| Research on EIS (inner workings, set-up) | All           | 5                |  |
| Product Vision Draft version             | Paul / Dereck | 5                |  |

Since this week is to get to know the software, we have decided not to make user stories.

