

# TI2806 Contextproject - Product Planning

Virtual Humans - Group 3

<https://github.com/VH3/>

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# 1 Introduction

In this report you can find the product planning for the Virtual Humans for Serious Gaming Context project group 3.

In section 2, you can find a high-level product backlog in which we will give a global overview of what we will do and what our users can expect from us during this project.

Section 2 also contains a roadmap, in this roadmap you can see what we will work on during the next sprints.

In section 3 you can find our detailed product backlog. Our product backlog is divided in different subsections, these are user stories for features, defects, technical improvements and know-how acquisition. We will use the MoSCoW method to define our product backlog. Section 3 also contains an initial release plan.

Section 4 will contain our definition of done. In this section you can find what we need to achieve to successfully finish this project.

## 2 Product

### 2.1 High-level Product Backlog

We as a group are part of the bigger context project, which consists of four groups that all work on a different part of the final product. Our part of this final product is making a GAMYGDALA plugin for the GOAL programming language. To achieve this, we first need to get a good understanding of the GOAL programming language. Then we need to find out how we can make a (simple) plugin for GOAL. We also need to have a certain understanding of how GAMYGDALA works, so we can port GAMYGDALA to Java. Then we need to bring it all together so we can create a working GAMYGDALA plugin for GOAL.

Our final plugin will be used by the other groups to make a virtual human for the Tygron engine. You can see the Product View for an elaborate description of our user and the final product.

### 2.2 Roadmap

In this subsection, you can find a global planning per sprint.

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