TI2806 Contextproject - Product Planning

Virtual Humans - Group 4 - Port

https://github.com/tygron-virtual-humans

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April 28, 2015

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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 4.

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, 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/week.

Sprint 1 The first week was used to start up the project. We followed seminars about the context project in general and about our specific context project. We also divided the groups within our project. We found out what was expected of us during this project.

Sprint 2 Sprint 2 was used to gain some understanding for the way that the GOAL programming language works 'under the hood'. We did this by implementing a simple calculator plugin for GOAL.

Sprint 3 This sprint will be used to port GAMYGDALA to Java. To do this, we first need a global understanding of how GAMYGDALA works. We then need to port GAMYGDALA, which is written in Javascript, to Java. Finally, we need to refactor the Java code so it follows the Software Engineering principals.

Sprint 4 The fourth sprint will be used to make an action/percept base integration of GAMYGDALA into the GOAL programming language. This will be similar to the Javascript interface, but in the action/percept interface of GOAL.

Sprint 5 Sprint 5 will be used to make a simple appraisal module in the GOAL programming language which is based on actions/percepts.

Sprint 6 to 9 These sprints will be used to make the full GAMYGDALA appraisal module. These sprints will also be used to work on the final project report. Furthermore, we can also use these sprints to finalize tasks that weren't finished during the previous sprints.

3 Product Backlog

In this section you can find the product backlog for our part of the project. It is made using the MoSCoW method.

3.1 User stories of features

Must have

- There needs to be a port gamygdala

- implemented in goal

- koppeling gamygdala goal

- work without big problems

Should have

- fast

- complete gamygdala work

Could have

- make plugin framework goal

Won't have

- emotions on init

- automatic emotion recognition

3.2 User stories of technical improvements

Must have

- Sem principals

- 70% getest

- unit / integration

Should have

- javadoc

- checkstyle

Could have

- higher test scores

Won't have

-

3.3   User stories of know-how acquisition

Must have

-

Should have

-

Could have

-

Won't have

-

3.4   Initial release plan

Our project is divided in three separate parts. We started by finding out what was expected from us and how we could start at working on the final product (getting an understanding of the GOAL programming language code). Then we ported GAMYG-DALA to Java. The final and biggest part of this project is designing and implementing the final plugin using the previously acquired knowledge.

4 Definition of Done