|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| S.No. | User Story index | Task | Date introduced | Date considered for implementation | Date completed | Developer responsible for | Current Status |
| 1 | 1 | Develop GUI portion for inputting the size of the block(environment) | Jan 26, 2017 | Feb 5, 2017 | Feb 6, 2017 | Yifan | Completed |
| 2 | 1 | Generate corresponding block data while user drawing environment | Jan 26, 2017 | Feb 5, 2017 | Feb 6, 2017 | Yifan | Completed |
| 3 | 2 | Develop GUI portion for constructing the regions | Jan 26, 2017 | Feb 5, 2017 | Feb 6, 2017 | Yifan | Completed |
| 4 | 2 | Generate corresponding regions data while user drawing environment | Jan 26, 2017 | Feb 5, 2017 | Feb 6, 2017 | Yifan | Completed |
| 5 | 3 | Generate ID for agents | Jan 26, 2017 | Feb 7, 2017 | Feb 8, 2017 | Yifan | Completed |
| 6 | 3 | Develop GUI to set agents position | Jan 26, 2017 | Feb 7, 2017 | Feb 8, 2017 | Yifan | Completed |
| 7 | 3 | Develop data structure to store agents and their positions | Jan 26, 2017 | Feb 7, 2017 | Feb 8, 2017 | Sheng | Completed |
| 8 | 4 | Develop code to read and parse configuration file | Feb 6, 2017 | Feb 18, 2017 | Feb 19, 2017 | Sheng | Completed |
| 9 | 5 | Develop GUI to show the graphical view | Feb 6, 2017 | Feb 16, 2017 | Feb 17, 2017 | Chaohui | Completed |
| 10 | 5 | Develop code to show the number of agents at each node | Feb 6, 2017 | Feb 16, 2017 | Feb 17, 2017 | Chaohui | Completed |
| 11 | 6 | Develop GUI to show the details about the agents in each node in graphical view | Jan 26, 2017 | Feb 28, 2017 | Mar 1,  2017 | Chaohui | Completed |
| 12 | 6 | Develop GUI to show the trace of an agent of one history run | Jan 29, 2017 | Feb 28, 2017 | Mar 2,  2017 | Yifan | Completed |
| 13 | 7 | Implement free form patrol algorithm | Jan 26, 2017 | Feb 14, 2017 | Feb 17, 2017 | Sheng | Completed |
| 14 | 7 | Develop the GUI portion of block view provide options for user to choose run the algorithm step by step or execute the algorithm for a fixed number of times/steps | Feb 6, 2017 | Feb 17, 2017 | Feb 18, 2017 | Yifan | Completed |
| 15 | 7 | Develop the GUI portion for showing the execution of the algorithm on block view | Feb 6, 2017 | Feb 17, 2017 | Feb 18, 2017 | Yifan | Completed |
| 16 | 7 | Develop the GUI portion for showing the execution of the algorithm on graphical view | Jan 26, 2017 | Feb 20, 2017 | Feb 22, 2017 | Chaohui | Completed |
| 17 | 7 | Set up DB for storing run information | Jan 26, 2017 | Feb 28, 2017 | Feb 29,  2017 | Chaohui | Completed |
| 18 | 8 | Return traces of each agents | Jan 29, 2017 | Feb 14， 2017 | Feb 17， 2017 | Sheng | Completed |
| 19 | 8 | Develop GUI to show the trace of each agents | Feb 6, 2017 | Feb 17, 2017 | Feb 19, 2017 | Yifan | Completed |
| 20 | 9 | Develop DB access code for storing and retrieving run information | Jan 26, 2017 | Feb 28, 2017 | Mar 2,  2017 | Chaohui | Completed |
| 21 | 10 | Develop GUI to show all run information | Feb 6, 2017 | Feb 28, 2017 | Mar 3,  2017 | Yifan | Completed |
| 22 | 11 | Develop GUI to filter history runs | Jan 29, 2017 | Feb 28, 2017 | Mar 3,  2017 | Yifan | Completed |
| 23 | 7 | Validate the input data before executing the algorithm | Mar 20,2017 | Apr 1,2017 | Apr 2, 2017 | Yifan | Completed |
| 24 | 7 | Implement the constrained-3 algorithm | Mar 20,2017 | Mar 31,2017 | Apr 2, 2017 | Sheng | Completed |
| 25 | 7 | Implement the constrained-4 algorithm | Mar 20,2017 | Apr 1,2017 | Apr 2, 2017 | Sheng | Completed |
| 26 | 7 | Test algorithms | Mar 20,2017 | Apr 2,2017 | Apr 4, 2017 | Chaohui | Completed |
| 27 | 12 | Develop GUI for user to select one of the three algorithms to run | Mar 20,2017 | Mar 31,2017 | Apr 1, 2017 | Yifan | Completed |
| 28 | 13 | Develop GUI to show the target list in Graph View | Mar 20,2017 | Apr 1,2017 | Apr 2, 2017 | Chaohui | Completed |
| 29 | 13 | Test GUI of target list in Graph View | Mar 20,2017 | Apr 1,2017 | Apr 2, 2017 | Yifan | Completed |
| 30 | 7 | Test input data | Mar 20, 2017 | Apr 2, 2017 | Apr 3, 2017 | Sheng | Completed |