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| 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 |  | Yifan | Completed |
| 2 | 1 | Generate corresponding block data while user drawing environment | Jan 26, 2017 | Feb 5, 2017 |  | Yifan | Completed |
| 4 | 2 | Develop GUI portion for constructing the regions | Jan 26, 2017 | Feb 5, 2017 |  | Yifan | Completed |
| 5 | 2 | Generate corresponding regions data while user drawing environment | Jan 26, 2017 | Feb 5, 2017 |  | Yifan | Completed |
| 7 | 3 | Generate ID for agents | Jan 26, 2017 | Feb 7, 2017 |  | Yifan | Completed |
| 8 | 3 | Develop GUI to set agents position | Jan 26, 2017 | Feb 7, 2017 |  | Yifan | Completed |
| 9 | 3 | Develop data structure to store agents and their positions | Jan 26, 2017 | Feb 7, 2017 |  | Sheng Zhang | Completed |
| 10 | 4 | Develop GUI to upload configuration file | Feb 6, 2017 | Feb 14, 2017 |  | Yifan | In Progress |
| 11 | 4 | Develop code to read and parse configuration file | Feb 6, 2017 |  |  | Sheng Zhang | In Progress |
| 12 | 4 | Develop GUI to show the block view according the configuration file | Feb 6, 2017 |  |  | Sheng Zhang | In progress |
| 12 | 5 | Develop code to get data from block view or configuration file into graphical view | Feb 6, 2017 |  |  | Chaohui | In Progress |
| 13 | 5 | Develop GUI to show the node part of the graphical view | Feb 6, 2017 |  |  | Chaohui | In Progress |
| 14 | 5 | Develop GUI to show the edge part of graphical view | Feb 6, 2017 |  |  | Chaohui | Not started |
| 15 | 6 | Develop GUI to show the details about the agents in each node in graphical view | Jan 26, 2017 |  |  | Chaohui | Not started |
| 16 | 6 | Develop GUI to show the trace of an agent of one history run | Jan 29, 2017 |  |  | Yifan | Not started |
| 17 | 7 | Implement patrol algorithm | Jan 26, 2017 |  |  | Sheng Zhang | Not started |
| 18 | 7 | Run the algorithm step by step | Feb 6, 2017 |  |  | Sheng Zhang | Not started |
| 19 | 7 | Run the algorithm for a fixed number of steps | Feb 6, 2017 |  |  | Sheng Zhang | Not started |
| 20 | 7 | Develop GUI to show the status of each step execution of the algorithm | Feb 6, 2017 |  |  | Yifan | Not started |
| 21 | 7 | Develop the GUI portion of block view to show the status of a fixed steps execution of the algorithm | Feb 6, 2017 |  |  | Yifan | Not started |
| 22 | 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 | Jan 26, 2017 |  |  | Yifan | Not started |
| 23 | 7 | Develop the GUI portion of block view to show the status of a fixed steps execution of the algorithm | Jan 26, 2017 |  |  | Chaohui | Not started |
| 24 | 7 | Develop the GUI portion of block view to show the status of a fixed steps execution of the algorithm | Jan 26, 2017 |  |  | Chaohui | Not started |
| 25 | 7 | Set up DB for storing run information | Jan 26, 2017 |  |  | Chaohui | Not started |
| 26 | 8 | Return traces of each agents | Jan 29, 2017 |  |  | Sheng Zhang | Not started |
| 27 | 8 | Develop GUI to show the trace of each agents | Feb 6, 2017 |  |  | Yifan | Not started |
| 28 | 9 | Develop DB access code for storing and retrieving run information | Jan 26, 2017 |  |  | Chaohui | Not started |
| 29 | 10 | Develop GUI to show all run information | Feb 6, 2017 |  |  | Yifan | Not started |
| 30 | 11 | Develop GUI to filter history runs | Jan 29, 2017 |  |  | Yifan | Not started |