

Sprint 1: Foundations and Skeleton

- User Story 1 : Create Decision Table
- User Story 2 : Create Boolean Condition
- User Story 3 : Create Boolean Action
- User Story 4 : Add a Rule

Sprint 2: Managing Decision Tables

- User Story 5 : Add file saving
- User Story 6 : Add executable to run code
- User Story 7 : Add numeric ranges for Conditions
- User Story 8 : Add numeric ranges for Actions

Sprint 3: Handling Conditions and Actions

- User Story 9 : Create Custom Type
- User Story 10 : Delete Condition
- User Story 11 : Delete Action
- User Story 12 : Add file loading

Sprint 4: Refining and Renaming

- User Story 13 : Close Table
- User Story 14 : Delete a Rule
- User Story 15 : Duplicate Decision Table
- User Story 16 : Modify Condition
- User Story 17 : Duplicate Condition
- User Story 18 : Modify Action

Sprint 5: Refining and Renaming

- User Story 19 : Duplicate Action
- User Story 20 : Rename Decision Table
- User Story 21 : Rename Condition
- User Story 22 : Rename Action
- User Story 23 : Enter Condition Value in a Rule
- User Story 24 : Enter Action Value in a Rule

Sprint 6: Enhancements and Refinements

- User Story 25 : Remove Redundant Rules
- User Story 26 : Identify Conflicting Rules
- User Story 27 : Combine Rules
- User Story 28 : Remove Unused Conditions
- User Story 29 : Remove Unused Action

Sprint 7: Advanced Features

- User Story 30 : Algorithms from E2GRULEWRITER
- User Story 31 : Remove Incomplete Rules
- User Story 32 : Eliminate Irrelevant Conditions
- User Story 33 : Eliminate Redundant Rules

Sprint 8: Testing, Optimization, and Finalization

We intend to use the final sprint for comprehensive testing, optimization, performance tuning, and any remaining refinements to ensure the application is production-ready.

This breakdown allows us to deliver a progressively more feature-rich product with each sprint, and it aligns with agile principles of iterative development and delivering value incrementally.