

# Sprint Plan # 5

Context Project: Search and rescue

Group: 2

User Story	Task			
	Id	Description	Assigned to	Estimated effort
As a user I want to be able to use the menu to create a new map, open an existing one, save the map, show a preview and exit the editor.	1	Create methods for all options and link them to the GUI (excluding "open map method").	Joost	4
	2	Create a method that allows the user to open a map from an xml file that is translated into the grid in the editor.	Joost and Valentine	2
As a user I want to be able to add doors to rooms in the Environment Store.	1	Add actions to the right click menu in the editor.	Ruben	2
	2	From the EnvironmentStore they should be added to the actual map	Valentine	3
	3	Show where the door is placed in the Environment Store GUI.	Ruben	1
As a developer I would like to have the MapPanelController refactored to make it easier to update.	1	Split up the MapPanelController and place createMap method in different class.	Ruben, Valentine	5
As a user I would like to be able to set the size of the new Environment Store in a new size	1	Include all checks for the (classic editor) map size etc.	Wendy	1
	2	Add a number of entities field that corresponds to the maximum number of entities in a map.	Wemdy	1

User Story	Task			
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dialog that is integrated with the Environment Store.	3	Integrating everything	Wendy	2
As a user I would like to see a warning when I try to preview a map that is not complete.	1.	Show warnings whenever a user is trying to preview a map that does not contain a start and drop zone.	Tim	2
	2.	Show warning whenever the user is trying to save or preview a map that is not solvable considering rooms, blocks and paths.	Tim	4
<b>As a user I want to be able to still use my old maps in the new BW4T.</b>	1.	Test backward compatibility of old maps after the new maps have been implemented.	Wendy	1
<b>As a developer I want to make sure that everything that has been created before and could be effected by development is thoroughly tested.</b>	1	Battery discharge rate added properly in the botstore config.	Valentine	2
	2	GUI environmentStore + Size dialog + Randomize GUI	Joost, Arun	6
	3	Map Preview	Wendy	1
	4	Randomize doors/Rooms algorithm	Tim	3
	5	XML File creator	Ruben	2