Sprint Plan #4

Search and Rescue Mission

Team 2

User Story	Task			
	Id	Description	Assigned to	Estimated effort
As a team, I want to have studied the current Map Editor.	1	Study the current map editor code	The Team	1
As a user, I want use a GUI to create my maps.	1	Start dialog	Wendy	2
	2	Main panel + MapEditor	Joost + Ruben	4
	3	Randomize panel	Wendy	3
As a user, I want to be able to save my map files as XML files.	1	XML creator implementation	Ruben	3
As a user, I want to be able to randomize my map.	1	Randomize the blocks distribution	Arun	3
	2	Randomize the sequence to be picked	Arun	2
	3	Randomize the placement of rooms and doors	Tim	5
As a user, I want to be able to preview the map I created.	1	Make it possible to preview the map that was created	Valentine + Joost	5
As a user, I want to have new features added to my map: features that do not yet exist in BW4T.	1	Blockades	Valentine	2
	2	Charging zones	Valentine	2

User Story	Task			
	Id	Description	Assigned to	Estimated effort
As a developer, I want the BotStore to finally be implemented according to the MVC pattern.	1	Finish the implementation of the MVC pattern for the BotStore	Wendy + Tim	2
As a developer, I want the DefaultEntityFactory to be tested.	1	Finish the testing of the factory.	Valentine	1