Sprint Plan # 5

Context Project: Search and Rescue

Group: 1

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| User Story | Task | | | |
| Id | Description | Assigned to | Estimated effort |
| Clean up | 1 | Find TO DO’s and do them / pass it | Shirley | 3 |
| 2 | Checkstyle Server | Shirley | 5 |
| 3 | Checkstyle Client | Shirley | 3 |
|  | 4 | Checkstyle Core | Shirley | 3 |
| Coupling Issues | 5 | Find problems | Martin & Shirley | 1 |
| 6 | MapPanelController class | Jan | 8 |
| 7 | ClientMapController class | Martin | 5 |
|  | 8 | MessageSenderActionListener class | Shirley | 2 |
|  | 9 | BW4TClientGUI class | Martin | 3 |
|  | 10 | BW4TFileAppender class | Shirley | 1 |
|  | 11 | MapLoader class | Martin | 3 |
|  | 12 | RoomMenus class | Shirley | 3 |
|  | 13 | HallwayMenu / BlockadeMenu should be one | Shirley | 3 |
| Documentatie | 14 | Description of product design (final report) | Sander | 5 |
| 15 | Emergent Architecture Design - feedback | Sille | 3 |
| 16 | Emergent Architecture Design - Motivation | Sille | 8 |
| Testing | 17 | Decide what to test | Daniël&Tom&Sander | 1 |
| 18 | RobotEntity class | Daniël | 8 |
| 19 | AbstractRobot class | Sander | 8 |
|  | 20 | NavigatingRobot class | Sander | 8 |
|  | 21 | Client class | Daniël | 8 |
|  | 22 | Server class | Daniël/Sander | 8 |
|  | 23 | MapLoader class | Tom | 8 |
|  | 24 | PathPlanner | Tom | 2 |
|  | 25 | ZoneLocator | Tom | 2 |
|  | 26 | RoomLocator | Tom | 2 |
| Dependencies | 27 | Client | Jan | 5 |
| 28 | Map | Jan/Martin/Shirley | 5 |
| 29 | ScenarioGUI | Jan/Martin/Shirley | 5 |
|  | 30 | Server | Jan | 8 |