Planimation Boxjelly Home

COMP900082 - PL-Boxjelly. Project: Planimation

Project Description:

planimation is a modular and extensible open source framework to visualize sequential solutions of planning problems specified in PDDL. planimation has a preliminary declarative PDDL-like animation profile specification, expressive enough to synthesise animations of arbitrary initial states and goals of a benchmark with just a single profile.(https://planimation.github.io/documentation/).

The main goal is:

• Improve project efficiency, maintainability and extendability of Planimation software

The specific goals are:

- replace the current frontend programed in C# with the Unity engine, for a Javascript and PixiJS framework(https://pixijs.com/)
- decrease the loading times produced by the Unity engine
- maintaining its current features
- integrate with current development tools (Online pddl Editor plugin)
- develop a new plugin for Visual Studio Code

For more detailed information on this project background visit Project Overview and Background

Project Repository:

The like for repo is here: https://github.com/Melb-Uni/PL-Boxjelly

Client Details:

Name	Business Name	Photo	Contact details
Dr Nir Lipovetzky	Nir Lipovetzky is a senior lecturer at university of melbourne.Nir lipovetzky has an interest in research areas in AI planning,learning, verification and is also involved in the project development of lightweight automated planning tool kits.		email:nir. lipovetzky @unimelb. edu.au phone:+61 390355375

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Recient activities



Felipe Ramos Morales

Developer Information Frontend updated 3 minutes ago • view change



Ziqi Meng

Architecture and Design updated 11 minutes ago • vie

Reviewing updated 29 minutes ago • view change

Testing updated 30 minutes ago • view change



XIAOYU ZHANG

Design Notebook updated 35 minutes ago • view change

Team members

- Felipe Ramos Morales (3 minutes ago)
- Ziqi Meng (11 minutes ago)
 XIAOYU ZHANG (35 minutes ago)
 Bojing Zhou (57 minutes ago)
 Shiqi ZHANG (8 hours ago)