

- 1. Sprint ..... 2
  - 1.1 Sprint 1 ..... 3
    - 1.1.1 Sprint 1 Backlog ..... 4
    - 1.1.2 Sprint 1 Workflow (Trello captures) ..... 5
  - 1.2 Sprint 2 ..... 7

# Sprint

- [Sprint 1](#)
- [Sprint 2](#)

# Sprint 1

During sprint 1, the team have held 4 weekly meetings, the sprint planning meeting, the sprint review meeting and the sprint retrospective meeting. The complete scrum team attends all the ceremonies.

- [Sprint 1 Planning](#)
- [Sprint 1 Reviews](#)
- [Sprint 1 Retrospective](#)
- [Sprint 1 Backlog](#)
- [Sprint 1 Workflow \(Trello captures\)](#)
- [Sprint1 Weekly Meeting #1 23-08-2021](#)
- [Sprint1 Weekly Meeting #2 30-08-2021](#)
- [Sprint1 Weekly Meeting #3 06-09-2021](#)
- [Sprint1 Weekly Meeting #4 13-09-2021](#)

## Roles and Responsibilities

Name	Role	Responsibilities
Bojing Zhou	Quality Manager  Developer	<ul style="list-style-type: none"><li>• Supervise the production process</li><li>• Establish quality standards</li><li>• Make sure all products meet consistent standards</li><li>• Implement checks and balances needed to ensure the end-product meets standards.</li><li>• Maintain quality documentation.</li><li>• Review codes</li><li>• Participate in the development of the system</li></ul>
Felipe Ramos Morales	Product Owner  Developer	<ul style="list-style-type: none"><li>• Define User Stories</li><li>• Prioritize the Product Backlog</li><li>• Make sure whether the product meets the requirements of our client.</li><li>• Accept or reject work results.</li><li>• Work closely with team members as well as the client</li><li>• Participate in the development of the system</li></ul>
Shiqi Zhang	Scrum Master  Developer	<ul style="list-style-type: none"><li>• Apply management to the project.</li><li>• Hold scrum ceremonies</li><li>• Clear external obstacles and shield interferences for the team.</li><li>• Keep members productive and functional.</li><li>• Enact scrum values and practices.</li><li>• Participate in the development of the system</li></ul>
Xiaoyu Zhang	UI Designer  Developer	<ul style="list-style-type: none"><li>• Take design briefs to understand requirements</li><li>• Translate requirements into style guides, design systems, design patterns and attractive user interfaces</li><li>• Create a visualisation of screens within a prototype framework</li><li>• Identify design problems and devise elegant solutions</li><li>• Present ideas, concepts and design solutions to various stakeholders incorporating feedback in your designs</li><li>• Develop and maintain documentation regarding style guidelines</li><li>• Participate in the development of the system</li></ul>
Ziqi Meng	Develop Leader	<ul style="list-style-type: none"><li>• Design, build and configure application architecture to meet business process and application requirements.</li><li>• Direct the development team in the design, development, coding, testing and debugging of applications.</li><li>• Write testable, scalable and efficient code and lead code reviews.</li><li>• Mentor team members and ensure they adhere to determining software quality standards.</li><li>• Participate in the development of the system</li></ul>

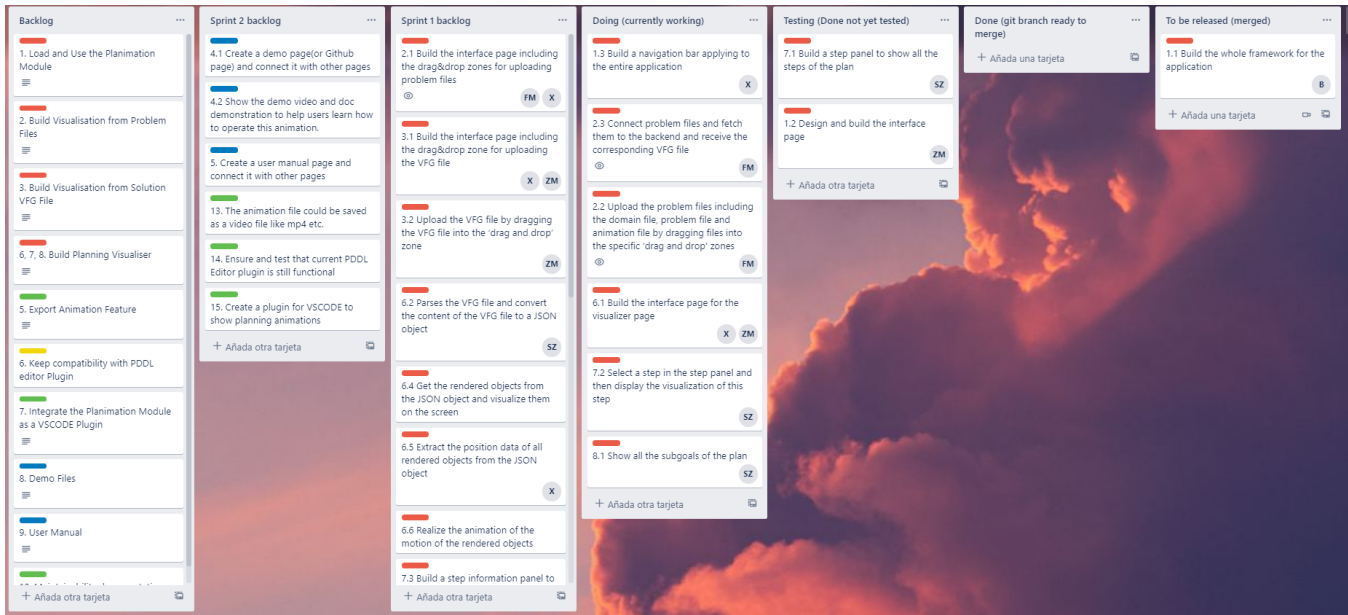
# Sprint 1 Backlog

Story ID	User Story	Breakdown Tasks	Assign To
1	As a user, I could access the main interface for access to four sub-modules (including generating the visualisation from problem files, generating the visualisation from VFG file, accessing the user manual and accessing the demo).	1.1 Build the whole framework for the application	Bojing Zhou
		1.2 Design and build the interface page	Bojing Zhou XIAOYU ZHANG
		1.3 Build a navigation bar applying to the entire application	Bojing Zhou XIAOYU ZHANG
2	As a user, I could upload domain, problem, and animation PDDL files for generating the visualisation of the plan (i.e. solution) of this planning problem.	2.1 Build the interface page including the drag&drop zones for uploading problem files	Felipe Ramos Morales
		2.2 Upload the problem files including the domain file, problem file and animation file by dragging files into the specific 'drag and drop' zones	Felipe Ramos Morales
		2.3 Connect problem files and fetch them to the backend and receive the corresponding VFG file	Felipe Ramos Morales
3	As a user, I could upload a VFG file for generating the visualisation directly.	3.1 Build the interface page including the drag&drop zone for uploading the VFG file	XIAOYU ZHANG
		3.2 Upload the VFG file by dragging the VFG file into the 'drag and drop' zone	XIAOYU ZHANG
6	As a user, I could view the animation of the visualisation of a particular planning problem on the visualizer page after uploading the files.	6.1 Build the interface page for the visualizer page	Ziqi Meng
		6.2 Parse the VFG file and convert the content of the VFG file to a JSON object	Felipe Ramos Morales XIAOYU ZHANG Bojing Zhou
		6.3 Send the JSON object to the visualiser page when jumping to the visualization page after uploading the files.	Felipe Ramos Morales XIAOYU ZHANG Bojing Zhou
		6.4 Get the rendered objects from the JSON object and visualize them on the screen	Shiqi ZHANG
		6.5 Extract the position data of all rendered objects from the JSON object	Shiqi ZHANG Ziqi Meng
		6.6 Realize the animation of the motion of the rendered objects	Shiqi ZHANG Ziqi Meng
7	As a user, I could check each step of the plan, the status of any step in the animation by selecting a particular step, and the detailed step information of the selected step on the visualizer page.	7.1 Build a step panel to show all the steps of the plan	Shiqi ZHANG
		7.2 Select a step in the step panel and then display the visualization of this step	Shiqi ZHANG
		7.3 Build a step information panel to show the detailed information of the selected step	Shiqi ZHANG Ziqi Meng
8	As a user, I could check the subgoals of each step and all the steps corresponding to a certain subgoal.	8.1 Show all the subgoals of the plan	Shiqi ZHANG
		8.2 Highlight all subgoals in the corresponding step status	Shiqi ZHANG
		8.3 Click a subgoal, then list all the steps that achieve this subgoal	Shiqi ZHANG
		8.4 Click a step in the step list of the subgoal and then display the visualization of this step	Shiqi ZHANG
9	As a user, I could view the visualization of the final goal state.	9.1 Add the 'show the goal' button	Ziqi Meng
		9.2 Show the visualization of the final goal	Ziqi Meng
10	As a user, I could check the visualization status of the previous or next step.	10.1 Add the 'previous step' button and the 'next step' button	Ziqi Meng
		10.2 Click the 'previous step' button and show the visualization of the previous step	Ziqi Meng
		10.3 Click the 'next step' button and show the visualization of the next step	Ziqi Meng

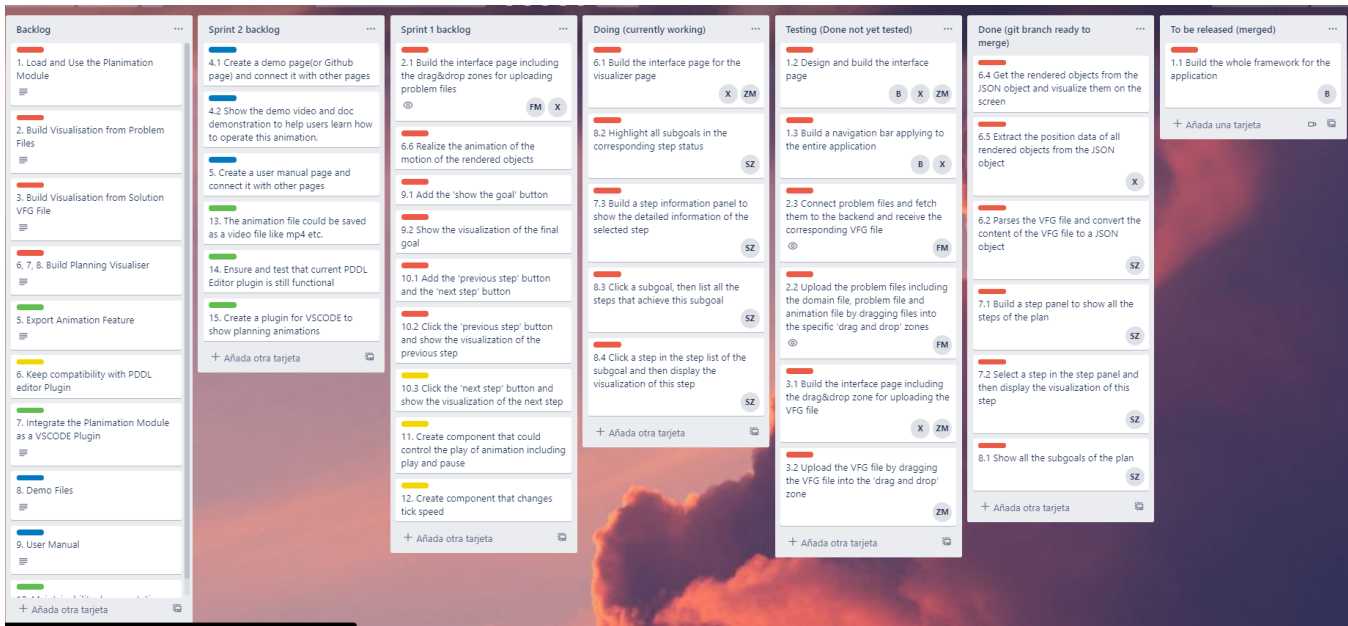
# Sprint 1 Workflow (Trello captures)

- week 1
- week 2
- week 3
- week 4

## week 1



## week 2



## week 3

Backlog

1. Load and Use the Planimation Module

2. Build Visualisation from Problem Files

3. Build Visualisation from Solution VFG File

6, 7, 8. Build Planning Visualiser

5. Export Animation Feature

6. Keep compatibility with PDDL editor Plugin

7. Integrate the Planimation Module as a VSCODE Plugin

8. Demo Files

9. User Manual

+ Añada otra tarjeta

Sprint 2 backlog

4.1 Create a demo page(or Github page) and connect it with other pages

4.2 Show the demo video and doc demonstration to help users learn how to operate this animation.

5. Create a user manual page and connect it with other pages

13. The animation file could be saved as a video file like mp4 etc.

14. Ensure and test that current PDDL Editor plugin is still functional

15. Create a plugin for VSCODE to show planning animations

+ Añada otra tarjeta

Sprint 1 backlog

6.6 Realize the animation of the motion of the rendered objects

9.1 Add the 'show the goal' button

9.2 Show the visualization of the final goal

10.1 Add the 'previous step' button and the 'next step' button

10.3 Click the 'next step' button and show the visualization of the next step

11. Create component that could control the play of animation including play and pause

12. Create component that changes tick speed

+ Añada otra tarjeta

Doing (currently working)

10.2 Click the 'previous step' button and show the visualization of the previous step

+ Añada otra tarjeta

Testing (Done not yet tested)

2.1 Build the interface page including the drag&drop zones for uploading problem files

+ Añada otra tarjeta

Done (git branch ready to merge)

8.2 Highlight all subgoals in the corresponding step status

7.3 Build a step information panel to show the detailed information of the selected step

8.4 Click a step in the step list of the subgoal and then display the visualization of this step

+ Añada otra tarjeta

To be released (merged)

1.1 Build the whole framework for the application

1.2 Design and build the interface page

1.3 Build a navigation bar applying to the entire application

2.3 Connect problem files and fetch them to the backend and receive the corresponding VFG file

2.2 Upload the problem files including the domain file, problem file and animation file by dragging files into the specific 'drag and drop' zones

3.2 Upload the VFG file by dragging the VFG file into the 'drag and drop' zone

3.1 Build the interface page including the drag&drop zone for uploading the VFG file

+ Añada una tarjeta

week 4

Backlog

1. Load and Use the Planimation Module

2. Build Visualisation from Problem Files

3. Build Visualisation from Solution VFG File

6, 7, 8. Build Planning Visualiser

5. Export Animation Feature

6. Keep compatibility with PDDL editor Plugin

7. Integrate the Planimation Module as a VSCODE Plugin

8. Demo Files

9. User Manual

+ Añada otra tarjeta

Sprint 2 backlog

4.1 Create a demo page(or Github page) and connect it with other pages

4.2 Show the demo video and doc demonstration to help users learn how to operate this animation.

5. Create a user manual page and connect it with other pages

13. The animation file could be saved as a video file like mp4 etc.

14. Ensure and test that current PDDL Editor plugin is still functional

15. Create a plugin for VSCODE to show planning animations

+ Añada otra tarjeta

Sprint 1 backlog

12. Create component that changes tick speed

+ Añada otra tarjeta

Doing (currently working)

6.6 Realize the animation of the motion of the rendered objects

9.1 Add the 'show the goal' button

9.2 Show the visualization of the final goal

10.1 Add the 'previous step' button and the 'next step' button

10.3 Click the 'next step' button and show the visualization of the next step

+ Añada otra tarjeta

Testing (Done not yet tested)

+ Añada una tarjeta

Done (git branch ready to merge)

10.2 Click the 'previous step' button and show the visualization of the previous step

11. Create component that could control the play of animation including play and pause

+ Añada otra tarjeta

To be released (merged)

7.1 Build a step panel to show all the steps of the plan

7.2 Select a step in the step panel and then display the visualization of this step

7.3 Build a step information panel to show the detailed information of the selected step

8.1 Show all the subgoals of the plan

8.2 Highlight all subgoals in the corresponding step status

8.3 Click a subgoal, then list all the steps that achieve this subgoal

8.4 Click a step in the step list of the subgoal and then display the visualization of this step

+ Añada una tarjeta

**Sprint 2**