

|   | Order | Work Item Type | Title                                    | State     | Effort | Busin... | Value Area | Tags                        |
|---|-------|----------------|--|-----------|--------|----------|------------|-----------------------------|
| + | 1     | Epic           | 👑 Simulatie                              | ... ● New |        |          | Business   |                             |
|   |       | User Story     | 📄 Main simulatie loop                    | ● Closed  |        |          | Business   |                             |
|   |       | Task           | 📋 Discrete tijdstappen implementeren     | ● Closed  |        |          |            |                             |
|   |       | Task           | 📋 Agent functies per agent aanroepen     | ● Closed  |        |          |            |                             |
|   |       |                |  |           |        |          |            |                             |
|   | 2     | Epic           | 👑 GUI                                    | ● New     |        |          | Business   |                             |
|   |       | User Story     | 📄 GUI implementeren                      | ● New     |        |          | Business   |                             |
|   |       | Task           | 📋 Mesa web-GUI (basis) implementeren     | ● Closed  |        |          |            |                             |
|   |       | Task           | 📋 Start/stop knop simulatie              | ● Closed  |        |          |            |                             |
|   |       | Task           | 📋 Knop om één step vooruit te gaan       | ● Closed  |        |          |            |                             |
|   |       | User Story     | 📄 Parameter sliders                      | ● New     |        |          | Business   |                             |
|   |       | Task           | 📋 Slider maximum snelheid                | ● New     |        |          |            |                             |
|   |       | Task           | 📋 Slider hoeveelheid auto's              | ● New     |        |          |            |                             |
|   |       |                |  |           |        |          |            |                             |
|   | 3     | Epic           | 👑 Environment                            | ● New     |        |          | Business   |                             |
|   |       | User Story     | 📄 Omgeving aanmaken                      | ● New     |        |          | Business   |                             |
|   |       | Task           | 📋 Grid omgeving aanmaken                 | ● Closed  |        |          |            | Maarten Jeu Quincey Mok ... |
|   |       | Task           | 📋 Rijbaan implementeren                  | ● Closed  |        |          |            |                             |
|   |       | Task           | 📋 Extra rijbaan toevoegen                | ● New     |        |          |            |                             |
|   |       | User Story     | 📄 Verkeersregels                         | ● New     |        |          | Business   |                             |
|   |       | Task           | 📋 Maximum/minimum snelheid implementeren | ● Closed  |        |          |            |                             |
|   |       | User Story     | 📄 Simulatie regels                       | ● New     |        |          | Business   |                             |
|   |       | Task           | 📋 Auto's kunnen niet van de weg af       | ● Closed  |        |          |            |                             |
|   |       | Task           | 📋 Auto's blijven op één baan             | ● Closed  |        |          |            |                             |
|   |       | Task           | 📋 Auto's kunnen niet door elkaar heen    | ● Closed  |        |          |            |                             |
|   |       | Task           | 📋 Deadlocks voorkomen                    | ● New     |        |          |            |                             |
|   |       |                |  |           |        |          |            |                             |
|   | 4     | Epic           | 👑 Auto                                   | ● New     |        |          | Business   |                             |
|   |       | User Story     | 📄 Perceive                               | ● New     |        |          | Business   |                             |
|   |       | Task           | 📋 Afstand bepalen tot voorliggende auto  | ● Closed  |        |          | Business   |                             |
|   |       | User Story     | 📄 Act                                    | ● New     |        |          | Business   |                             |
|   |       | Task           | 📋 Versnellen                             | ● Closed  |        |          |            |                             |
|   |       | Task           | 📋 Afremmen                               | ● Closed  |        |          |            |                             |
|   |       | Task           | 📋 Kans op afremmen                       | ● Closed  |        |          |            |                             |
|   |       | User Story     | 📄 Update                                 | ● New     |        |          | Business   |                             |
|   |       | Task           | 📋 Auto bewegen gelijk aan de velocity    | ● Closed  |        |          |            |                             |