

1. Sprint	2
1.1 Sprint 1	3
1.1.1 Sprint 1 Planning	4
1.1.2 Sprint 1 Reviews	6
1.1.3 Sprint 1 Retrospective	7
1.1.4 Sprint Backlogs for Sprint 1	8
1.1.5 Sprint 1 Workflow (Trello captures)	9
1.2 Sprint 2	11
1.2.1 Sprint 2 Planning	12
1.2.2 Sprint 2 Review	14
1.2.3 Sprint 2 Retrospective	15
1.2.4 Sprint Backlogs for Sprint 2	16
1.2.5 Sprint 2 Workflow (Trello captures)	17

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 Backlogs for Sprint 1
- 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">• Supervise the production process• Establish quality standards• Make sure all products meet consistent standards• Implement checks and balances needed to ensure the end-product meets standards.• Maintain quality documentation.• Review codes• Participate in the development of the system
Felipe Ramos Morales	Product Owner Developer	<ul style="list-style-type: none">• Define User Stories• Prioritize the Product Backlog• Make sure whether the product meets the requirements of our client.• Accept or reject work results.• Work closely with team members as well as the client• Participate in the development of the system
Shiqi Zhang	Scrum Master Developer	<ul style="list-style-type: none">• Apply management to the project.• Hold scrum ceremonies• Clear external obstacles and shield interferences for the team.• Keep members productive and functional.• Enact scrum values and practices.• Participate in the development of the system
Xiaoyu Zhang	UI Designer Developer	<ul style="list-style-type: none">• Take design briefs to understand requirements• Translate requirements into style guides, design systems, design patterns and attractive user interfaces• Create a visualisation of screens within a prototype framework• Identify design problems and devise elegant solutions• Present ideas, concepts and design solutions to various stakeholders incorporating feedback in your designs• Develop and maintain documentation regarding style guidelines• Participate in the development of the system
Ziqi Meng	Develop Leader	<ul style="list-style-type: none">• Design, build and configure application architecture to meet business process and application requirements.• Direct the development team in the design, development, coding, testing and debugging of applications.• Write testable, scalable and efficient code and lead code reviews.• Mentor team members and ensure they adhere to determining software quality standards.• Participate in the development of the system

Sprint 1 Planning

Date: Aug 23, 2021

Time: 12:00 pm - 1:30 pm

Attendees:

Bojing Zhou [Bojing Zhou](#) ,
Felipe Ramos Morales [Felipe Ramos Morales](#) ,
Shiqi Zhang [Shiqi ZHANG](#) ,
Xiaoyu Zhang [XIAOYU ZHANG](#) ,
Ziqi Meng [Ziqi Meng](#)

Agenda Items

1. Confirm the start date and the end date of the first sprint

- Decision(s) made:
 - The start date of the first sprint is 23/08/2021
 - The end date of the first sprint is 19/09/2021

2. Determine the sprint goal and what can be done in this sprint

- Key discussion points:
 - The main purpose of this sprint
 - Go through the product backlog and identify what user story items match the sprint goal
 - Identify which items could be done in this sprint according to priority and relative implementation difficulty
 - Estimate the time or effort it will take to complete each item
 - List out the items that we're planning to deliver in this sprint
- Decision(s) made:
 - All the selected product backlog items are shown in the [Sprint Backlogs for Sprint 1](#)

3. Breakdown the selected backlog items into smaller tasks and assign tasks to each team member

- Key discussion points:
 - The granularity of each item being divided
 - List out the detailed sprint backlog with smaller tasks
 - Estimate the availability and capacity of team members
 - Assign tasks to each member according to their availability and capacity
- Decision(s) made:
 - The detailed sprint backlog and the assigned tasks of each team member are shown in the [Sprint Backlogs for Sprint 1](#)

4. Weekly meeting time

- Key discussion points:
 - The available time for each team member
 - The appropriate time point for the progress check
- Decision(s) made:
 - Weekly meeting: 12:00 pm - 1:00 pm, every Monday

Action Items

Member	Assigned tasks for this sprint
Bojing Zhou	<ul style="list-style-type: none">• Build the whole framework for the application• Build error checking mechanism and system• Design and build the interface page, with XIAOYU ZHANG• Build a navigation bar applying to the entire application• Parses the VFG file and convert the content of the VFG file to a JSON object, with Felipe Ramos Morales and XIAOYU ZHANG• Send the JSON object to the visualiser page when jumping to the visualization page after uploading the files, with Felipe Ramos Morales and XIAOYU ZHANG

Felipe Ramos Morales	<ul style="list-style-type: none"> Build the interface page including the drag&drop zones for uploading problem files Upload the problem files including the domain file, problem file and animation file by dragging files into the specific 'drag and drop' zones Connect problem files and fetch them to the backend and receive the corresponding VFG file Pares the VFG file and convert the content of the VFG file to a JSON object, with Bojing Zhou and XIAOYU ZHANG Send the JSON object to the visualiser page when jumping to the visualization page after uploading the files, with Bojing Zhou and XIAOYU ZHANG Check the uploaded PDDL files and give the response
Shiqi ZHANG	<ul style="list-style-type: none"> Get the rendered objects from the JSON object and visualize them on the screen Extract the position data of all rendered objects from the JSON object, with Ziqi Meng Realize the animation of the motion of the rendered objects, with Ziqi Meng Build a step panel to show all the steps of the plan Select a step in the step panel and then display the visualization of this step Build a step information panel to show the detailed information of the selected step, with Ziqi Meng Show all the subgoals of the plan Highlight all subgoals in the corresponding step status Click a subgoal, then list all the steps that achieve this subgoal Click a step in the step list of the subgoal and then display the visualization of this step
XIAOYU ZHANG	<ul style="list-style-type: none"> Design and build the interface page, with Bojing Zhou Unify and adjust the display style of each page Build the interface page including the drag&drop zone for uploading the VFG file Upload the VFG file by dragging the VFG file into the 'drag and drop' zone Pares the VFG file and convert the content of the VFG file to a JSON object, with Bojing Zhou and Felipe Ramos Morales Send the JSON object to the visualiser page when jumping to the visualization page after uploading the files, with Bojing Zhou and Felipe Ramos Morales
Ziqi Meng	<ul style="list-style-type: none"> Build the interface page for the visualizer page Extract the position data of all rendered objects from the JSON object, with Shiqi ZHANG Realize the animation of the motion of the rendered objects, with Shiqi ZHANG Build a step information panel to show the detailed information of the selected step, with Shiqi ZHANG Add the 'show the goal' button Show the visualization of the final goal Add the 'previous step' button and the 'next step' button Click the 'previous step' button and show the visualization of the previous step Click the 'next step' button and show the visualization of the next step

Sprint 1 Reviews

Date: Sep 16, 2021

Time: 9:00 am - 10:30 am

Attendees:

Bojing Zhou [Bojing Zhou](#) ,

Felipe Ramos Morales [Felipe Ramos Morales](#) ,

Shiqi Zhang [Shiqi ZHANG](#) ,

Xiaoyu Zhang [XIAOYU ZHANG](#) ,

Ziqi Meng [Ziqi Meng](#)

Dr Nir Lipovetzky (our client)

Agenda Items

1. Team presents what tasks were accomplished during the sprint 1
2. Team demonstrate their work in the form of a demo of new features or underlying architecture
3. Discuss what pre-things should be done before the next sprint.
4. Update the product backlogs

Finished User Stories

Story ID	User Story
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).
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.
3	As a user, I could upload a VFG file for generating the visualisation directly.
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.
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.
8	As a user, I could check the subgoals of each step and all the steps corresponding to a certain subgoal.
9	As a user, I could view the visualization of the final goal state.
10	As a user, I could check the visualization status of the previous or next step.

Sprint 1 Retrospective

Date: Sep 18, 2021

Time: 2:00 pm - 2:30 pm

Attendees:

Bojing Zhou [Bojing Zhou](#) ,

Felipe Ramos Morales [Felipe Ramos Morales](#) ,

Shiqi Zhang [Shiqi ZHANG](#) ,

Xiaoyu Zhang [XIAOYU ZHANG](#) ,

Ziqi Meng [Ziqi Meng](#)

Agenda Items

1. What went well in this Sprint

- All members were willing to overcome difficulties and learn new development techniques
- Conducted meetings once or twice a week to track progress and discuss issues
- High efficiency and realized almost all of the tasks planned for this sprint

2. What can be improved in the next Sprint

- Should assign every task more finely and clearly to prevent potential duplication work
- Should strictly follow the GIT conventional commits
- Need better architectural planning for the visualisation part
- Need to fully implement testing and code reviews and report bugs
- Communication should be more frequent and detailed in the next sprint

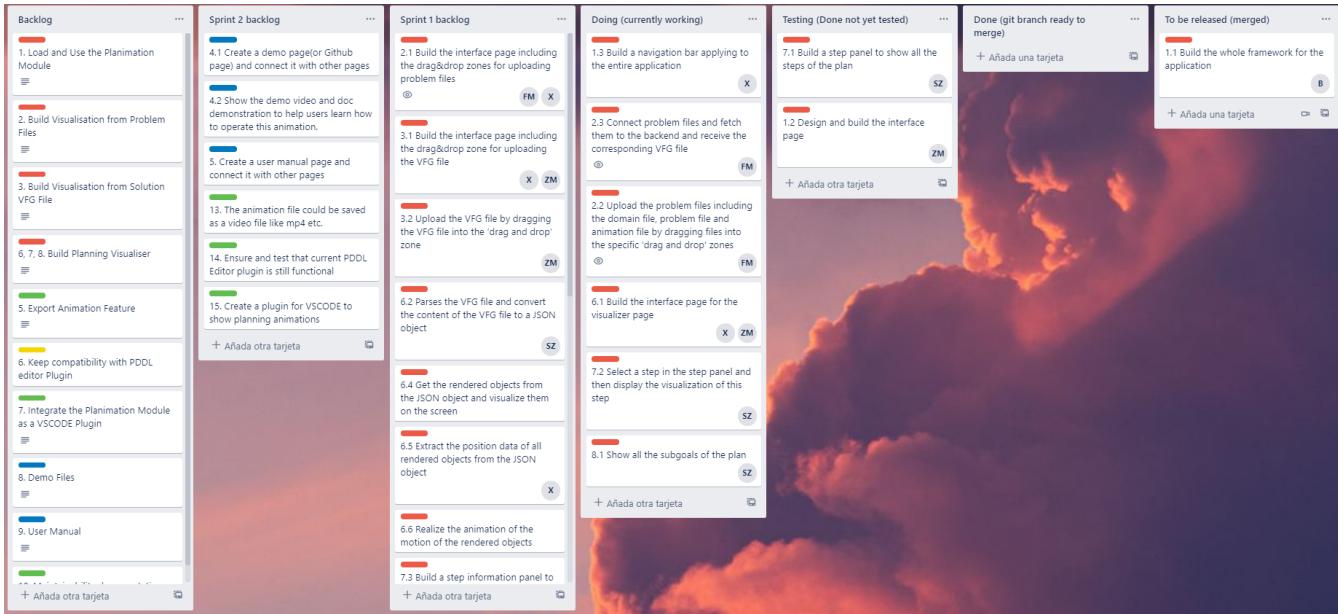
Sprint Backlogs for Sprint 1

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 1.2 Design and build the interface page 1.3 Build a navigation bar applying to the entire application	Bojing Zhou Bojing Zhou XIAOYU ZHANG 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 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 2.3 Connect problem files and fetch them to the backend and receive the corresponding VFG file	Felipe Ramos Morales Felipe Ramos Morales 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 3.2 Upload the VFG file by dragging the VFG file into the 'drag and drop' zone	XIAOYU ZHANG 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 6.2 Parses the VFG file and convert the content of the VFG file to a JSON object 6.3 Send the JSON object to the visualiser page when jumping to the visualization page after uploading the files. 6.4 Get the rendered objects from the JSON object and visualize them on the screen 6.5 Extract the position data of all rendered objects from the JSON object 6.6 Realize the animation of the motion of the rendered objects	Ziqi Meng Felipe Ramos Morales XIAOYU ZHANG Bojing Zhou Felipe Ramos Morales XIAOYU ZHANG Bojing Zhou Shiqi ZHANG Shiqi ZHANG Ziqi Meng 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 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	Shiqi ZHANG Shiqi ZHANG 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 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	Shiqi ZHANG Shiqi ZHANG Shiqi ZHANG Shiqi ZHANG
9	As a user, I could view the visualization of the final goal state.	9.1 Add the 'show the goal' button 9.2 Show the visualization of the final goal	Ziqi Meng 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 10.2 Click the 'previous step' button and show the visualization of the previous step 10.3 Click the 'next step' button and show the visualization of the next step	Ziqi Meng Ziqi Meng Ziqi Meng

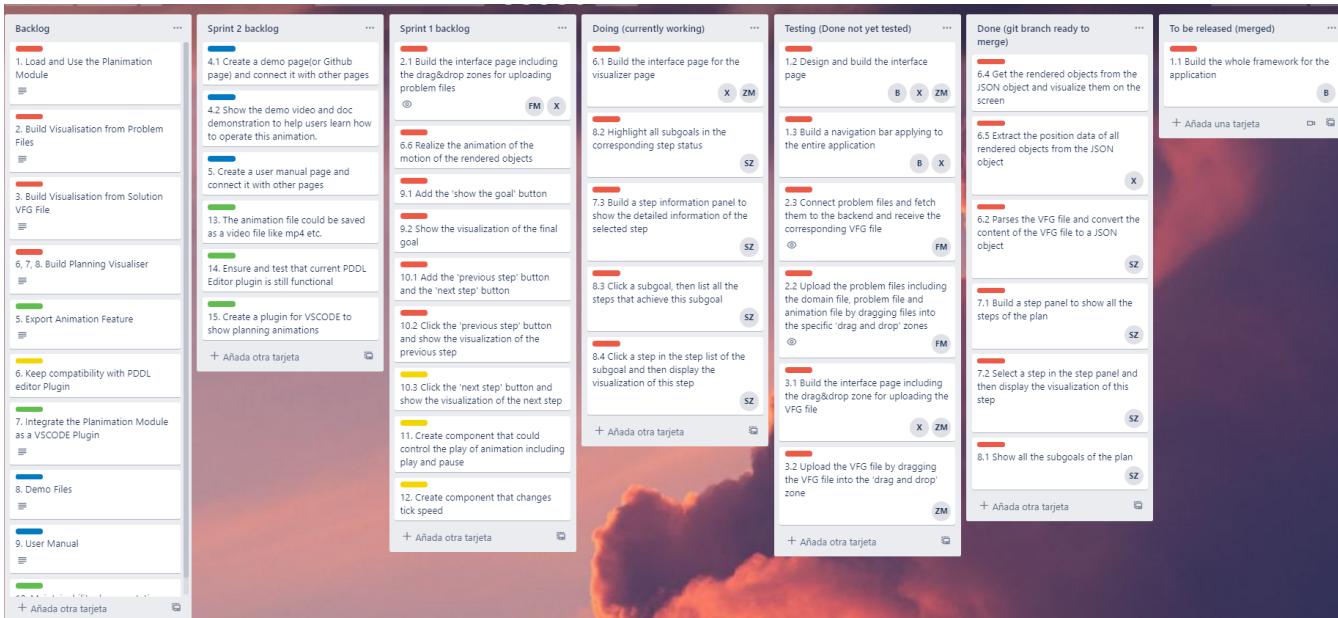
Sprint 1 Workflow (Trello captures)

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

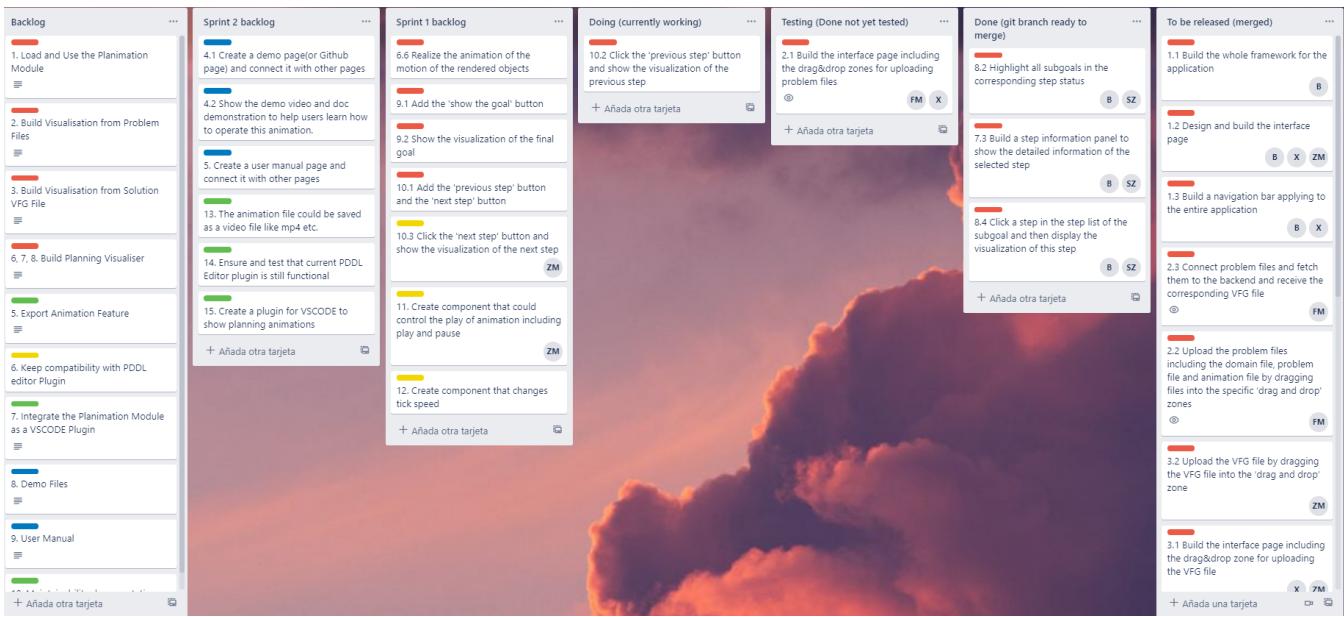
week 1



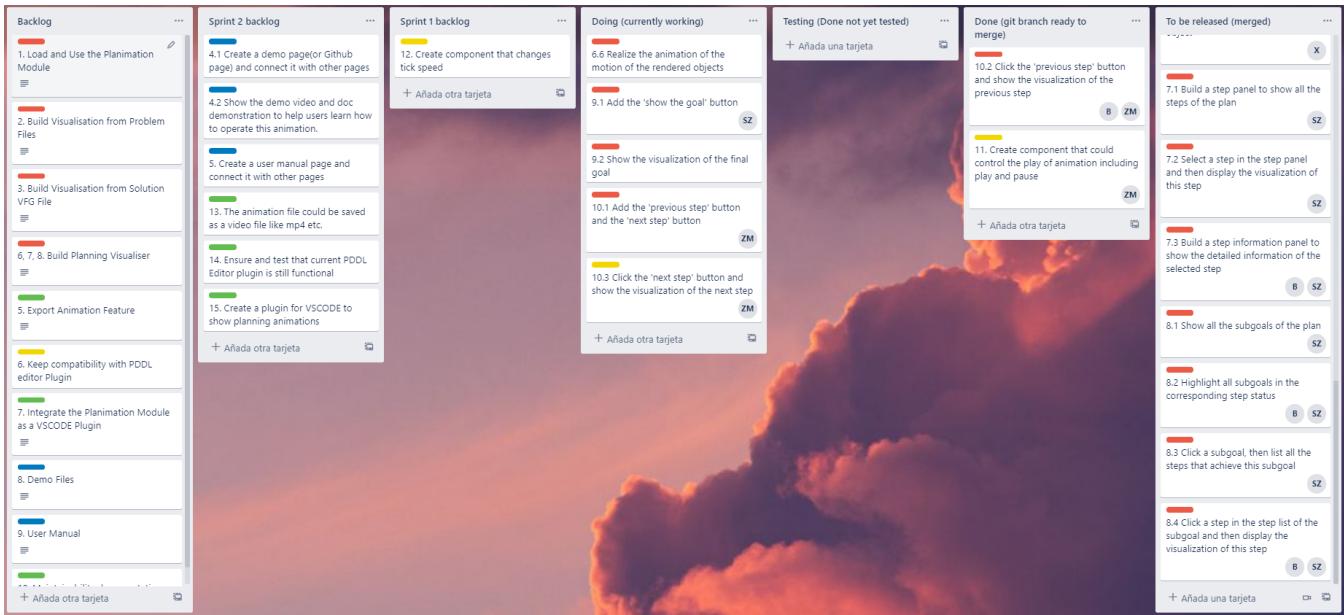
week 2



week 3



week 4



Sprint 2

During sprint 2, the team have held 3 weekly meetings, the sprint planning meeting, the sprint review meeting and the sprint retrospective meeting. The complete scrum team attends all the ceremonies.

- Sprint 2 Planning
- Sprint 2 Review
- Sprint 2 Retrospective
- Sprint Backlogs for Sprint 2
- Sprint 2 Workflow (Trello captures)
- Sprint2 Weekly Meeting #1 04-10-2021
- Sprint2 Weekly Meeting #2 11-10-2021
- Sprint2 Weekly Meeting #3 18-10-2021

Roles and Responsibilities

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

Sprint 2 Planning

Date: Sep 27, 2021

Time: 3:15 pm - 4:00 pm

Attendees:

Bojing Zhou [Bojing Zhou](#) ,

Felipe Ramos Morales [Felipe Ramos Morales](#) ,

Shiqi Zhang [Shiqi ZHANG](#) ,

Xiaoyu Zhang [XIAOYU ZHANG](#) ,

Ziqi Meng [Ziqi Meng](#)

Agenda Items

1. Summarized the work done in the previous Sprint

- Key discussion points:
 - Whether all the planned tasks have been completed
 - What were the things doing well and what needs to be improved
 - Summarized the experiences of the sprint 1

2. Determine the sprint goal and what can be done in this sprint

- Key discussion points:
 - The main purpose of this sprint
 - Go through the product backlog and identify what user story items match the sprint goal
 - Identify which items should be done in this sprint
 - Estimate the time or effort it will take to complete each item
 - List out the items that we're planning to deliver in this sprint
- Decision(s) made:
 - All the selected product backlog items are shown in the [Sprint Backlogs for Sprint 2](#)

3. Breakdown the selected backlog items into smaller tasks and assign tasks to each team member

- Key discussion points:
 - The granularity of each item being divided
 - List out the detailed sprint backlog with smaller tasks
 - Estimate the availability and capacity of team members
 - Assign tasks to each member according to their availability and capacity
- Decision(s) made:
 - The detailed sprint backlog and the assigned tasks of each team member are shown in the [Sprint Backlogs for Sprint 2](#)

Action Items

Member	
Bojing Zhou	<ul style="list-style-type: none">• Convert our code to a VS CODE plugin, with XIAOYU ZHANG• Could run the planimation platform on the PDDL online editor by adding the plugin to the PDDL online editor platform, with XIAOYU ZHANG• Do the quality management, do testing, find out and fix errors
Felipe Ramos Morales	<ul style="list-style-type: none">• Create a demo page(or Github page) and connect it with other pages• Show the demo video to help users learn how to operate this animation.• Create a user manual page and connect it with other pages• Deployment of the system on Heroku
Shiqi ZHANG	<ul style="list-style-type: none">• Add transition animation between each step• Click the "Play" button, and the animation will play the visualisation step by step in order.• Click the "Pause" button, and the animation will stop playing.• Click the "Reset" button, the canvas will be reset to the initial stage of the animation.• Drag the slider point to the right, the animation play speed will increase, and vice versa.

XIAOYU ZHANG	<ul style="list-style-type: none"> Convert our code to a VS CODE plugin, with Bojing Zhou Could run the planimation platform on the PDDL online editor by adding the plugin to the PDDL online editor platform, with Bojing Zhou Fix some display problems, font problems and layout problems.
Ziqi Meng	<ul style="list-style-type: none"> Generalize the visualization and realize the visualization of all kinds of planning problems Add the 'Play' button, 'Pause' button and 'Reset' button. Click the "Pause" button, the "Pause" button will turn grey, and vice versa. Add a slider component to control the speed of animation, and slide the slider component and it would show the relative speed level. Add an 'Export' button and export the VFG file of this planning problem when click it

Sprint 2 Review

Date: Oct 21, 2021

Time: 1:45 pm - 2:15 pm

Attendees:

Bojing Zhou [Bojing Zhou](#) ,

Felipe Ramos Morales [Felipe Ramos Morales](#) ,

Shiqi Zhang [Shiqi ZHANG](#) ,

Xiaoyu Zhang [XIAOYU ZHANG](#) ,

Ziqi Meng [Ziqi Meng](#) ,

Dr Nir Lipovetzky,

Dr Doc Wallace

Agenda Items

1. Team presents what tasks were accomplished during the sprint
2. Team demonstrate the work in the form of a live demo

Finished User Stories

Story ID	User Story
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).
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.
3	As a user, I could upload a VFG file for generating the visualisation directly.
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.
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.
8	As a user, I could check the subgoals of each step and all the steps corresponding to a certain subgoal.
9	As a user, I could view the visualization of the final goal state.
10	As a user, I could check the visualization status of the previous or next step.
11	As a user, I could control the display of the animation, including play, pause, and reset.
12	As a user, I could control the display speed of the animation.
13	As a user, I could export the animation file.
15	As a user, I could load Planimation as a plugin from Visual Studio Code

Sprint 2 Retrospective

Date: Oct 22, 2021

Time: 3:00 pm - 3:30 pm

Attendees:

Bojing Zhou [Bojing Zhou](#) ,

Felipe Ramos Morales [Felipe Ramos Morales](#) ,

Shiqi Zhang [Shiqi ZHANG](#) ,

Xiaoyu Zhang [XIAOYU ZHANG](#) ,

Ziqi Meng [Ziqi Meng](#)

Agenda Items

1. What went well in this Sprint

- We completed most of the tasks on time with no delay
- Conducted meetings once or twice a week to track progress and discuss issues
- Make a good presentation and demo showing for our client, and the client is satisfied with our work
- Improve our Confluence page

2. What can be improved in the future

- Maybe could do the test earlier
- More communication to avoid some conflicts of styles modifications
- Add a mask for elements that achieve the subgoal for better visualization
- Realize the complete PDDL plugin

Sprint Backlogs for Sprint 2

Story ID	User Story	Breakdown Tasks	Assign To
4	As a user, I could find a demo video or doc demonstration to learn how to operate this animation.	4.1 Create a demo page(or Github page) and connect it with other pages	Felipe Ramos Morales
		4.2 Show the demo video to help users learn how to operate this animation.	Felipe Ramos Morales
5	As a user, I could find a user manual to help me use this web-based application.	5. Create a user manual page and connect it with other pages	Felipe Ramos Morales
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.	6.3 Send the JSON object to the visualiser page when jumping to the visualization page after uploading the files.	Shiqi ZHANG
		6.7 Add transition animation between each step	Shiqi ZHANG
		6.8 Generalize the visualization and realize the visualization of all kinds of planning problems	Ziqi Meng
8	As a user, I could check the subgoals of each step and all the steps corresponding to a certain subgoal.	8.5 Add an arrow beside the subgoal items to indicate there is a drop-down list	Ziqi Meng
11	As a user, I could control the display of the animation, including play, pause, and reset.	11.1 Add the 'Play' button, 'Pause' button and 'Reset' button.	Ziqi Meng
		11.2 Click the "Pause" button, the "Pause" button will turn grey, and vice versa.	Ziqi Meng
		11.3 Click the "Play" button, and the animation will play the visualisation step by step in order.	Shiqi ZHANG
		11.4 Click the "Pause" button, and the animation will stop playing.	Shiqi ZHANG
		11.5 Click the "Reset" button, the canvas will be reset to the initial stage of the animation.	Shiqi ZHANG
12	As a user, I could control the display speed of the animation.	12.1 Add a slider component to control the speed of animation.	Ziqi Meng
		12.2 Slide the slider component and it would show the relative speed level.	Ziqi Meng
		12.3 Drag the slider point to the right, the animation play speed will increase, and vice versa.	Shiqi ZHANG
13	As a user, I could export the animation file.	13.1 Add an 'Export' button.	Ziqi Meng
		13.2 Export the VFG file of this planning problem.	Ziqi Meng
14	As a user, I could load this planimation platform from the PDDL online editor as a plugin	14.1 Convert our code to a VS CODE plugin	Bojing Zhou XIAOYU ZHANG
		14.2 Could run the planimation platform on the PDDL online editor by adding the plugin to the PDDL online editor platform.	Bojing Zhou XIAOYU ZHANG

Sprint 2 Workflow (Trello captures)

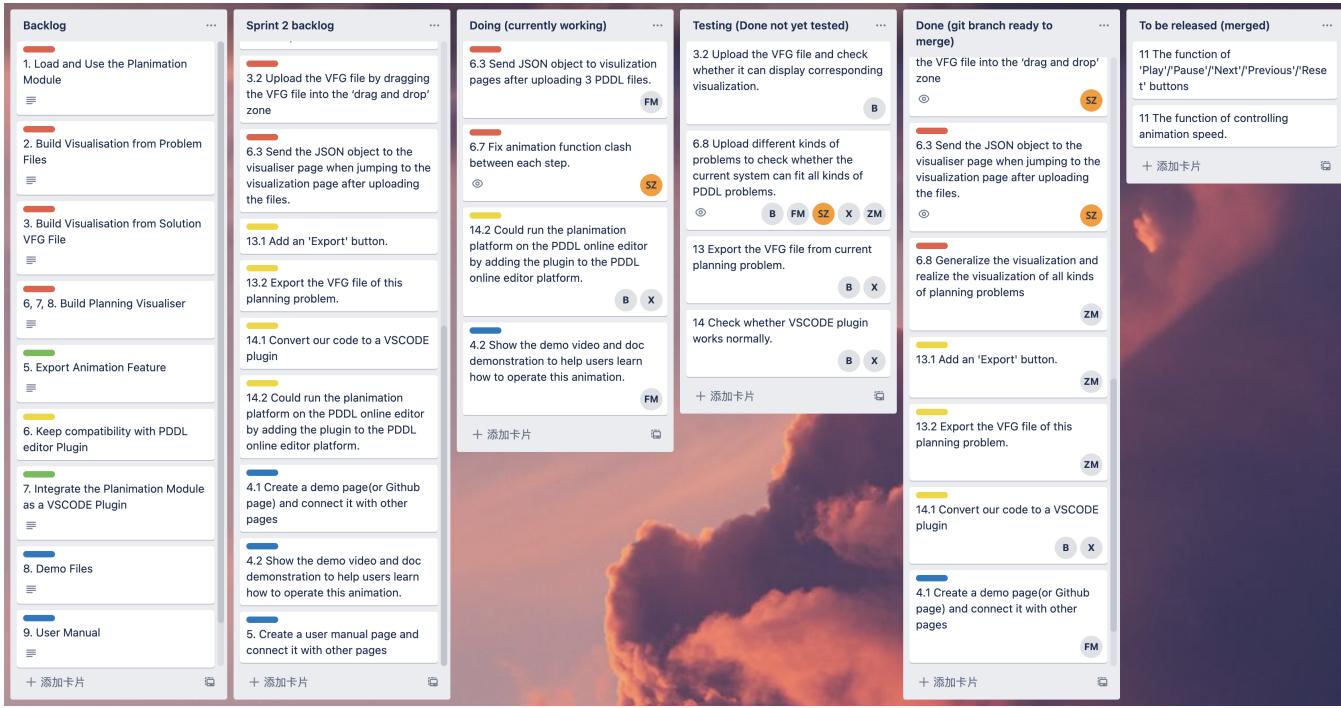
- Week 1

Backlog	Sprint 2 backlog	Doing (currently working)	Testing (Done not yet tested)	Done (git branch ready to merge)	To be released (merged)
1. Load and Use the Planimation Module	11.1 Add the 'Play' button, 'Pause' button and 'Reset' button.	11.5 Click the "Reset" button, the canvas will be reset to the initial stage of the animation.	11.1 Click 'Play' and 'Pause' button to check whether they can work normally.	11.1 Add the 'Play' button, 'Pause' button and 'Reset' button.	+ 添加卡片
2. Build Visualisation from Problem Files	11.2 Click the "Pause" button, the "Pause" button will turn grey, and vice versa.	11.2 Add a slider component to control the speed of animation.	11.2 Click the "Pause" button, the "Pause" button will turn grey, and vice versa.	11.2 Click the "Pause" button, the "Pause" button will turn grey, and vice versa.	+ 添加卡片
3. Build Visualisation from Solution VFG File	11.3 Click the "Play" button, and the animation will play the visualisation step by step in order.	11.3 Slide the slider component and it would show the relative speed level.	11.3 Click the "Play" button, and the animation will play the visualisation step by step in order.	11.3 Click the "Play" button, and the animation will play the visualisation step by step in order.	+ 添加卡片
6, 7, 8. Build Planning Visualiser	11.4 Click the "Pause" button, and the animation will stop playing.	11.4 Add a slider component to control the speed of animation.	11.4 Click the "Pause" button, and the animation will stop playing.	11.4 Click the "Pause" button, and the animation will stop playing.	+ 添加卡片
5. Export Animation Feature	11.5 Click the "Reset" button, the canvas will be reset to the initial stage of the animation.	11.5 Drag the slider point to the right, the animation play speed will increase, and vice versa.	11.5 Drag the slider point to the right, the animation play speed will increase, and vice versa.	11.5 Drag the slider point to the right, the animation play speed will increase, and vice versa.	+ 添加卡片
6. Keep compatibility with PDDL editor Plugin	12.1 Add a slider component to control the speed of animation.	12.1 Slide the slider component and it would show the relative speed level.	12.1 Create a demo page(or Github page) and connect it with other pages	12.1 Create a demo page(or Github page) and connect it with other pages	+ 添加卡片
7. Integrate the Planimation Module as a VS CODE Plugin	12.2 Slide the slider component and it would show the relative speed level.	12.2 Drag the slider point to the right, the animation play speed will increase, and vice versa.	12.2 Convert our code to a VS CODE plugin	12.2 Convert our code to a VS CODE plugin	+ 添加卡片
8. Demo Files	12.3 Drag the slider point to the right, the animation play speed will increase, and vice versa.	12.3 Generalize the visualization and realize the visualization of all kinds of planning problems	12.3 Generalize the visualization and realize the visualization of all kinds of planning problems	12.3 Generalize the visualization and realize the visualization of all kinds of planning problems	+ 添加卡片
9. User Manual	13.1 Add an 'Export' button.	13.1 Show the demo video and doc demonstration to help users learn how to operate this animation.	13.1 Add an 'Export' button.	13.1 Add an 'Export' button.	+ 添加卡片
+ 添加卡片	+ 添加卡片	+ 添加卡片	+ 添加卡片	+ 添加卡片	+ 添加卡片

- Week 2

Backlog	Sprint 2 backlog	Doing (currently working)	Testing (Done not yet tested)	Done (git branch ready to merge)	To be released (merged)
1. Load and Use the Planimation Module	3.2 Upload the VFG file by dragging the VFG file into the 'drag and drop' zone	3.2 Upload the VFG file by dragging the VFG file into the 'drag and drop' zone	11 Change animation speed by controlling speed bar and check whether it can work normally.	11 Change animation speed by controlling speed bar and check whether it can work normally.	+ 添加卡片
2. Build Visualisation from Problem Files	6.3 Send the JSON object to the visualiser page when jumping to the visualization page after uploading the files.	6.3 Send the JSON object to the visualiser page when jumping to the visualization page after uploading the files.	11.3 Click the "Play" button, and the animation will play the visualisation step by step in order.	11.3 Click the "Play" button, and the animation will play the visualisation step by step in order.	+ 添加卡片
3. Build Visualisation from Solution VFG File	13.1 Add an 'Export' button.	13.1 Add an 'Export' button.	11.4 Click the "Pause" button, and the animation will stop playing.	11.4 Click the "Pause" button, and the animation will stop playing.	+ 添加卡片
6, 7, 8. Build Planning Visualiser	13.2 Export the VFG file of this planning problem.	13.2 Export the VFG file of this planning problem.	11.5 Click the "Reset" button, the canvas will be reset to the initial stage of the animation.	11.5 Click the "Reset" button, the canvas will be reset to the initial stage of the animation.	+ 添加卡片
5. Export Animation Feature	14.1 Convert our code to a VS CODE plugin	14.1 Convert our code to a VS CODE plugin	12.1 Add a slider component to control the speed of animation.	12.1 Add a slider component to control the speed of animation.	+ 添加卡片
6. Keep compatibility with PDDL editor Plugin	14.2 Could run the planimation platform on the PDDL online editor by adding the plugin to the PDDL online editor platform.	14.2 Could run the planimation platform on the PDDL online editor by adding the plugin to the PDDL online editor platform.	12.2 Slide the slider component and it would show the relative speed level.	12.2 Slide the slider component and it would show the relative speed level.	+ 添加卡片
7. Integrate the Planimation Module as a VS CODE Plugin	4.1 Create a demo page(or Github page) and connect it with other pages	4.1 Create a demo page(or Github page) and connect it with other pages	12.3 Drag the slider point to the right, the animation play speed will increase, and vice versa.	12.3 Drag the slider point to the right, the animation play speed will increase, and vice versa.	+ 添加卡片
8. Demo Files	4.2 Show the demo video and doc demonstration to help users learn how to operate this animation.	4.2 Show the demo video and doc demonstration to help users learn how to operate this animation.			+ 添加卡片
9. User Manual	5. Create a user manual page and connect it with other pages	5. Create a user manual page and connect it with other pages			+ 添加卡片
+ 添加卡片	+ 添加卡片	+ 添加卡片	+ 添加卡片	+ 添加卡片	+ 添加卡片

- Week 3



• Final Handover

