IJA 2023-24 (Task 2)

Team name: Tým xsulta01
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Member 2: -

Priority: Highest = 5, Lowest = 1
Green colored are solved requirements (submitted in 2. task).

Priority	Requirement	Assigned	Estimated Date
5	Develop basic models for the simulation environment, obstacles, and robots with appropriate classes and interfaces. Obstacles and robots can be inserted into the environment.	All	22.03.24
5	The environment can be loaded from a JSON file, allowing for the initial placement of obstacles and robots, and defining the rectangle field area.	All	03.04.2024
5	Implement the basic movement and collision avoidance logic for autonomous robots, including collision detection at the specified distance.	xsulta01	06.04.2024
5	Implement the basic movement and collision detection logic for controlled robots.	xshche05	06.04.2024
2	The simulation settings can be loaded from a JSON file.	xsulta01	08.04.2024
2	Implement GUI button control for controlled robots with movement and rotation capabilities.	xshche05	08.04.2024
5	Develop a graphical user interface (GUI) that displays the simulation environment, obstacles, and robots.	All	13.04.2024
2	Create a GUI interface for adding/removing robots and obstacles.	All	17.04.2024
5	Dynamically resizing app window when creating a new map (bigger size when welcome scene).	All	20.04.2024
5	Add simulation control features: start, pause,settings and replay functionalities.	xshche05	25.04.2024
5	Implement a functional logging system to record simulation events, robot actions, user interactions, and errors.	xshche05	25.04.2024
2	Implement predefined presets for room maps containing obstacles and robots.	xsulta01	28.04.2024
2	Implementing dialogs and scenes for application logic.	xshche05	02.05.2024
2	Colorized buttons and icons (robots and obstacles).	xsulta01	04.05.2024
2	Disabling buttons while application reverse replay	xsulta01	05.05.2024

Summary: All critical components and logic were implemented. Application seamlessy runs within the purpose.