

Requirement	Workload	Description	Estimated Time [h]	Total[h]
Preparation	Prepare framework and structure MV	Prepare namespaces, folder structure, symbolic links and cmake file	3	3
Errorcode database + Response	Create database (base structure)	Implement a SQL script creating the database of trouble codes (not all for now)	13	60
	SQL interface	Get SQL API library and implement interface for communication with software	12	
	Troublecode design pattern	Implement factory pattern (SQL entry to trouble code object), trouble code base class and research the response structure of the CU in O	15	
	Troublecode memory class	Implement container class representing the troublecode memory in a CU	10	
	Communication interface	Implement an interface, which is able to get requests (from OBD interface) and send responses (to OBD interface)	10	
GUI	Preparation	Set up basic GUI elements from GTK API and implement basic structure	15	60
	Troublecode memory	Create GUI control window for troublecode memory to directly alter its contents	10	
	Controller	Create controllers between model and GUI	10	
	Sensordata	Implement window for displaying and configuring sensordata	12	
	Motorsimulation (optional)	Implement view for motorsimulation, with selectable engine and gaspedal button clutch	0	
	OBD hardware	Implement the OBD hardware window, selection of ELM type, communication settings etc..	13	
Systeminterface + Communication	Mounting virtual serial port	Mounting a virtual serial port emulating the OBD Tool hardware of the ELM327 and being able to use it with OBD software	30	60
	Interface for communication	Implementing interface for communication with serial port	15	
	Configuration	Implementing configuration of serial port (baud rate etc..) via XML	15	
Sensordata	CSV input	Implement parsing of CSV files, where each row will have a timestamp and each column will represent a sensor	15	30
	Play	Play "recording" of sensordata by timestamp	5	
	Observer Pattern	Implement the Sensordata class as observer which classes can subscribe to	10	
			Total	213