

Req. ID	Description	Story Points	Priority	Sprint No.		
1	Talk to Golf Course	2	1			
2	Acquire Golf Cart	5	1			
3	Acquire Workspace	3	1			
4	CV Model: People/Vehicle Detection	8	2			
5	Data Collection (Person vs. Vehicle)	5	3			
6	Identify Objects in path vs not in path	13	5			
7	General Research	2	1			
8	Determine Online Map Representation (metric vs topological)	2	1			
9	Implement a Map Type	3	2			
10	Read in Data from Camera, Radar to Map	5	5			
11	Research OSM Format	2	1			
12	Map Golf Course	2	3			
13	Mark Waypoints at Significant Locations	2	4			
14	Read in GPS to MCU	2	1			
15	Combine GPS with Offline Map	5	6			
16	Process Camera Feed (Current Path)	3	2			
17	CV Model: Path Segmentation	8	7			
18	Data Collection (Golf Course Path)	8	3			
19	ID/Buy Camera	2	1			
20	ID/Buy Radar Sensor	2	1			
21	ID/Buy GPS	1	1			
22	Setup ROS on Rasp. Pi, Laptops	3	2			
23	Interface ROS with Sensors	2	3			
24	Interface ROS with Actuators	2	3			
25	Identify Route in Offline Map using Algorithm like A*	3	1			
26	Behavior Flow Chart	1	1			
27	Implement Flow Chart as FSM	2	2			
28	Determine Planning Algorithm Type (Combinatorial/Variational)	3	1			
29	Decide planning algorithm details (e.g. motion primitives, cost function)	3	2			
30	Implement forced braking after detection objects (from cameras, radar)	8	4			
31	Manual Override Cart Control	13	8			

32	Identify Model Predictive Control Type (e.g. State, Transfer Function)	1	1		
33	Create MPC Model, Identify Parameters	13	2		
34	Program MPC Controller on Arduino	8	3		
35	Map MPC Output to Actuator Input (System Identification)/Program	8	4		
36	Modify golf cart brake system	13	2		
37	Modify golf cart steering	13	2		
38	Modify golf cart motor Control	13	2		
39	ID/Buy on-board Arduinos/RaspPi	2	1		
40	Calculate distance to object	2	5		
41	Image processing to detect the edges of the path	5	4		
42	Process detections from Person/Vehicle detector in obstacle avoider	8	6		
43	Investigate YOLO implementations for embedded systems (YOLOv6-tiny)	5	2		
44	Interface controller with ROS	3	5		
45	Interface obstacle avoider with controller	3	6		
46	Interface motion planner with controller	5	6		
47	Interface behavior selector with controller	3	6		
48	Map UI (display golf course and cart location/heading)	8	7		
49	Control UI (bring cart to a stop, go to manual mode, etc.)	8	7		
50	Program planning algorithm/interfaces	13	5		