

Task Number	Planned Action	Planned Outcome	Time Estimated	Completion Date
1	Meeting with programming teacher.	Project Approval	1 day	10/5/2015
2	Planning out Program.	Complete UML design, rough draft of GUI	2 weeks	10/19/2015
3	Lay out classes, methods and begin figuring out where classes and methods will go.	Have classes that have defined methods with comments in them specifying what they will do.	1 month	11/19/2015
4	Begin developing the program's GUI	Complete a working version of the GUI	1 month	12/19/2015
5	Begin to develop the projects logic, SRS system, and file reading capabilities.	Program is able to rank cards based on how difficult the user finds them, can make a card out of text file	1 month	1/19/2016
6	Begin to create the deck functionality that ties all of the cards together and ensures the most difficult cards are studied first.	Program will be able to properly read en-masse text files and assign them to a deck, display them to the user, and allow the user to rank the cards after seeing them	1 month	2/19/2016
7	Begin to create the card creation functionality. User can make flash cards easily from inside the application.	The program should be able to properly create a card and save the data to a text file.	2 weeks	3/4/2016
8	Finish developing application	Program should be functional in it's entirety, however not necessarily bug free.	2 weeks	3/18/2016

	9 Bug Testing	Program should be nearly if not completely bug free.	4 days	3/22/2016
	10 Prepare documents	Document the project in it's entirety and mark places to be improved upon.	5 days	3/27/2016

Criterion
A
A,B
A,B,C
A
C
C
C
C

D,E
D,E