Criterion B: Record of Tasks

Task Number	Planned Action	Planned Outcome	Time Estimated	Target Completion Date	Criterion
1	Meeting with advisor to propose project.	Received approval and advise for IA	< 1 day	9/12/15	A
2	Choose a programming language and IDE	Chose Java as language for good capabilities and cross-platform	<1 day	9/14/15	B
3	Gather input from other classmates on feasibility of program	Recorded the most popular criteria to be integrated into the program, such as name, difficulty, and other suggestions	3-5 days	9/20/15	B
4	Draw up schedule	Sketch out due dates	<1 day	9/22/15	B
5	Finish "Planning" document	Set a definite goal for the project	<1 day	9/26/15	B
6	Create mockups of finished GUI	Visual representation of finished project	1-2 days	10/8/15	A, B
7	Use UML to design flow of program	Completed class structure and found Mandelbrot Set equation	1 day	11/16/15	B
8	Code back-end classes	Started to code objects and frame classes	2 weeks	12/2/15	C
9	Create a temporary GUI	Created simple GUI layout based on mockup using swing	1-3 days	12/14/15	A, C
10	Research into algorithm required for fractal generation	Found videos documenting Mandelbrot's set and how that can be iteratively run, applied this to Java	2-3 days	1/5/16	C
11	Develop iteration and compute values methods	Created computerValues() method to run through values passed in for Mandelbrot set	1 week	1/9/16	C
12	Build updated interface	Created a more finalized version of GUI with new method: setLayout(new FlowLayout());	2-3 days	1/16/16	A, C
13	Create canvas for BufferedImage	Created secondary JFrame for fractal to be drawn and manipulated, separate from the user manipulated GUI.	3-5 days	1/18/16	C
14	Add Event listeners to main class	Created user interaction in GUI and navigation in GUI.	1 week	2/2/16	C
15	Create zoom factor methods	Adjusted zoom factor so it would scale with new, updated fractal image as user zoomed in or out.	5 days	2/16/16	C
16	Design final GUI layout	Finalized GUI	1 day	3/4/16	A, C
17	Attach input from GUI to program output	Connected front end of GUI as main class, from which, FractalFrenzy.java would extend to draw user input variables from superclass	1 day	3/27/16	C

18	Test program and debug issues	Tested program for issues, found slight problem from inheritance from superclass.	1 day	3/29/16	E
19	Solution improved and exported	Finally got user manipulation of new Fractal images to work perfectly.	1 day	3/29/16	E
20	Create IA example video	Used camera and included narration to give simple explanation of product.	< 1 day	3/29/16	D, E
21	Prepare final documentation	Finished documents such as Criterion E and others	3 days	3/29/16	E