Criterion B: Record of tasks

Task Number	Planned Outcome	Planned Action	Time Estimated	Target Completion Date	Criterion
1	Idea Approved	Propose Chinese game idea to Computer Science Teacher	15 minutes	2/25/18	A
2	Have a client	Ask Ms. Ji to be the client for my product.	2 minutes	3/2/18	A
3	Narrow product idea	Discuss with Ms. Ji about possible products.	10 minutes	3/2/18	A
4	Have a scenario	Use information from meeting to outline the current problem faced in Chinese class.	45 minutes	3/10/18	A
5	Have a more specific product.	Complete outline of the proposed product.	30 minutes	3/13/18	A
6	Have graphical tool to communicate ideas in meeting with client.	Create a small graphical prototype of student view in app.	30 minutes	3/19/18	A/B
7	Have graphical tool to communicate ideas in meeting	Create small graphical prototype of teacher view in	30 minutes	3/19/18	A

	with client.	app.			
8	Have a set of finalized success criteria	Confirm success criteria with Ms. Ji	10 minutes	3/22/18	A
9	Make preliminary student interface design	Design the student and teacher interface to meet success criteria	4 hours	4/2/18	B
10	Students would access application through browser	Research possible web application creation methods	30 minutes	4/2/18	B
11	Application has clear structure and scalability	Analyze possible implementations of multi-tier architecture	30 minutes	4/5/18	B
12	Clear idea on technical implementation of application	Draw application architecture diagram	15 minutes	4/5/18	B
13	Know what systems or external libraries I should study	Decide on what types of persistent storage needed	12 minutes	4/8/18	B
14	Simple, effective, usable database to implement	Research possible database systems	10 minutes	4/8/18	B
15	Easily modify database information	Learn about PostgreSQL queries	30 minutes	4/8/18	B

	through Postgres requests				
16	Well organized game	Create diagrams of key servlets.	30 minutes	4/12/18	B
17	Efficient Game	Think of principal algorithms.	30 minutes	4/12/18	B
18	Figure out exact application implementation	Define functionality of QuizSet creation and use servlets	30 minutes	4/17/18	B
19	Faster and more organized development.	Create UML diagrams for POJOs	30 minutes	4/17/18	B
20	Well-designed game	Think of sample PostgreSQL queries to maintain database.	30 minutes	4/19/18	B
21	Well-designed game	Create a test plan for success criteria.	30 minutes	4/19/18	B
22	Key software for Bottle network transfer	Install Python software	15 minutes	5/21/18	C
23	Key software to transfer data over network	Install bottle.py	15 minutes	5/21/18	C
24	Ensure bottle server works well	Run basic bottle server.	30 minutes	5/23/18	C

25	Ensure connectivity is good for all users	Fix Bug: Others can't connect to bottle server.	10 minutes	5/23/18	C
26	Maximize potential of bottle.py for application	Test a dynamic route using the bottle server.	30 minutes	5/25/18	C
27	More flexible server software.	Switch research focus on Eclipse Web Development Software from Bottle.py	15 minutes	8/1/18	C
28	Set up system of servlet, POJO, and JSP files.	Set up Eclipse Java Web Development Software	20 minutes	8/1/18	C
29	Set up system of servlet, POJO, and JSP files.	Create new Eclipse Java Web Project	5 minutes	8/1/18	C
30	Make use of postgreSQL and JSON files for persistent storage	Install JDBC Driver and JSON JAR into class path.	60 minutes	8/15/18	C
31	PS LAYER (Persistence Layer) - Contain DB Connection information	Create QuizSet.PROPERTIES file.	17 minutes	8/15/18	C
32	Allow for efficient query functions to	Test database command execution	10 minutes	8/15/18	C

	database for use by clients				
33	PT LAYER (Presentation Layer) - basic index page to allow for server redirection	Create basic frontend with index.jsp, for welcome page.	15 minutes	9/1/18	C
34	BL LAYER (Business Logic Layer) - allow creation of quiz sets for use in a QuizGame	Create CreateGame Servlet	8 minutes	9/1/18	C
35	PS LAYER - Strong back-end to manage DB connections, executions, queries.	Create DBManager POJO	45 minutes	9/1/18	C
36	Allow for use of storage JSON files for quiz sets on server system.	Learn how to use JSON objects and files for data storage	18 minutes	9/1/18	C
37	PS LAYER - Strong back-end to manage JSON, PROPERTIES files	Create FileManager POJO	72 minutes	9/1/18	C
38	Allow for quiz sets to be persistently stored on server system	Test JSON Quiz set creation	5 minutes	9/15/18	C

39	Create dedicated easy-to-access folder for JSON files.	Fix Bug: JSON quiz set default creation location at System32	22 minutes	9/15/18	C
40	Allow for quiz sets to be deleted from server system	Test JSON Quiz Set deletion	5 minutes	9/15/18	C
41	PS LAYER - Strong back-end to manage game states and key information	Create GameManager POJO	90 minutes	9/15/18	C
42	BL LAYER - Enable Addition and Deletion of QuizSets	Create QuizGameManagement & ActionResult Servlets	30 minutes	10/1/18	C
43	PT LAYER - Enable Addition and Deletion of QuizSets	Create CreateGame, ActionResult, DelQuizSet, and NewQuizSet JSP files.	90 minutes		C
44	BL LAYER - Handle teacher forwarding to JSP files per gamestate	Create DisplayGame Servlet	60 minutes	10/1/18	C
45	PT LAYER - Front-end display of teacher-client QuizGame	Create NewGame, CountDown, Ranking JSP files	30 minutes	10/1/18	C

46	Properly Functioning Game	Test starting a quiz game.			
47	BL LAYER - Handle player forwarding to JSP files per gamestate	Create JoinGame java servlet	60 minutes	10/1/18	C
48	PT LAYER - Front-end display of student-client QuizGame	Create JoinGame, SelectAnswer, Break, and Result JSP files	23 minutes	10/1/18	C
49	Make sure the game runs smoothly over the network for all users.	Test joining a game with other computer on same network.	5 minutes	10/5/18	C
50	The webpage for all clients update at the same time following the countdown on the teacher client.	Debug: Questions from teacher client and answer selection screens not synchronized.	2 hours	10/8/18	C
51	The game will run without any errors and client will be satisfied.	User-acceptance testing: Test QuizGame with client.	5 minutes	10/8/18	C
52	The user's selected name will be shown on the ranking screen next to	Debug: The ranking screen sometimes displays "null" for player name.	30 minutes	10/10/18	C

	their score.				
53	The game can run easily under stress of many players.	Black box testing: Invite peers to playtest QuizGame.	20 minutes	11/15/18	C
54	Extensibility and ease of access for other programmers.	Make sure all of the code is well-commented	10 minutes	11/31/18	C
55	Success Criteria all met.	Run testing plan from criterion B to test all success criteria.	10 minutes	1/7/19	C
56	Criterion 7 is met.	Add feature: Add a screen at the end of a game for players to see their score.	30 minutes	1/15/19	C
57	Extensibility and ease of access for other programmers.	Review comments and make them clear on all servlets/POJOs	10 minutes	1/15/19	C
58	Clear explanations of software for documentation.	Take screenshots of code and add text explanations using draw program.	2 hours	1/20/19	C
59	Clear explanations of software for documentation	Create software diagrams linking code to teacher and student client actions.	1 hour	1/20/19	C
60	Visual diagrams	Create text	1 hour	1/20/19	C

	are supplemented by descriptions.	explanations of all key programming techniques.			
61	Can organize video well.	Note key points of software functionality and extensibility.	15 minutes	1/22/19	D
62	Can create a well-edited clear video	Learn how to use Windows Photos Video Editor program.	30 minutes	1/22/19	D
63	Video preparation is complete	Create a script for the video.	40 minutes	1/22/19	D
64	All of the elements required in the video are there.	Take raw recording of the video functionality.	20 minutes	1/22/19	D
65	The video is easy to follow and each success criterion being completed is displayed.	Edit the video to show success criteria being completed.	3 hours	1/22/19	D
66	Record all success criteria reflections and possible improvements on document.	Create notes document for meeting with client.	5 minutes	1/22/19	E
67	Client is happy with my application, and	Meet client, show her functioning game.	5 minutes	1/22/19	E

	gives positive feedback.				
68	Possible ideas to move the application further at another time.	Ask client for reflections and improvements.	10 minutes	1/22/19	E
69	Application always accessible school-wide.	Installation of server on a permanent school system.	20 minutes	1/25/19	E
70	Completion of Solution	Finalize all documentation	1 hour	1/25/19	N/A