|  |  |  |  |
| --- | --- | --- | --- |
| **Task -** | | | |
| Each unit has steps you have to take. Complete each section in as much detail as possible – your answers will help to complete the unit | | | |
| **About your task or Activity what tools did you use ?** | | | |
| I used krita to prototype out a design, that I would later use on the program. I created a basic,  skeleton of a design so I would have more freedom to make something later on when actually  working on the program.  I thought of how I would want to use a program like this, and then iterated on that, to image how the design would go. | |  | |
| **Organising your task…** | | | |
| ***How did you finalise your task and did it suit its purpose?***  I finalised it by looking at other Tkinter programs, (the framework I would end up using), and  seeing what was possible with simple design, and making changes to my design to make it so  they would line up, with things like grid/fit based design and interlocking elements. |  | | |
|  | | | |
|  | | | |
| **Reviewing Your Work**  ***Did you have any problems? If so how did you overcome these issues, are there any steps you could take to prevent similar instances in the future.***  My largest problem was just figuring out how it’d look, I blankd out at the program for a good period or so before I realised how it’d look, and how this would help influence the user for easier functionality. | | |  |
| ***What improvements could you make if asked to do something similar in the future?***  I could have made the design closer to how a Tkinter program looks in actuality, with color schemes and thin-sharp lines, rather than soft lines | | |  |
| ***Did you receive any feedback from anyone?***  ***The feedback I received was from my client:***  ***Good use of radio style buttons for choice of paper***  ***To enter other inputs - are they labels or clickable buttons?***  ***Overall logically laid out*** | | |  |