## Criterion B: Record of tasks

| Task number | Planned action | Planned outcome | Time estimated | Target completion date | Criterion |
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| 1 | First meeting with client to discuss potential topics | Narrowed down potential topics to either March Madness bracketing or workout regiment | 25 minutes | February 10th, 2019 | A |
| 2 | Test to determine if proposed topics could be created reasonably | Tested feasibility of both suggestions and determined that both could be validly undertaken | 15 minutes | February 10th, 2019 | A |
| 3 | Meeting with client to finalize a project and outline success criterion | Client confirmed need for a March Madness bracket organizer and began outlining potential success criterion | 1 hour | February 12th, 2019 | A |
| 4 | Meeting with client to finish success criterion | Client updated list of success criterion to fit personal needs | 15 minutes | February 14th, 2019 | A |
| 5 | Write Criterion A Planning | Finished rationale and success criterion, started writing introduction | 1 hour 30 minutes | February 24th, 2019 | A |
| 6 | Create a structure chart and begin Criterion B Design | Created a structure chart to help visualize program | 45 minutes | February 25th, 2019 | B |
| 7 | Write Introduction for Criterion A Planning | Finished writing the introduction for Criterion A | 25 minutes | February 27th, 2019 | A |
| 8 | Create a UML Diagram | Created UML Diagram for program | 35 minutes | March 1st, 2019 | B |
| 9 | Create initial prototype of bracket layout, consult with advisor if needed | Created bracket prototype, fixed error in class initialization | 1 hour 45 minutes | March 2rd, 2019 | B |

| 10 | Meeting with client to discuss cutting down size of program | Met with client, and came to agreement that the scope of the project was too broad for time restraints | 1 hour | March 3rd, 2019 | A, B |
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| 11 | Follow-up meeting to discuss editing the focus of the program and the success criterion | Interviewed client and added new success criteria, while eliminating criteria pertaining to bracket creation | 35 minutes | March 3rd, 2019 | A |
| 12 | Begin writing out Criterion B after planning changes | Began Criterion B Design, starting with updated structure chart and UML | 1 hour | March 5th, 2019 | B |
| 13 | Finalize Criterion A after changes to project scope | Finalized success criterion, introduction, and rationale | 1 hour | March 6th, 2019 | A |
| 14 | Show completed bracket prototype to client and receive feedback | Client liked the layout of prototype, however pointed out flaws with the locking feature | 20 minutes | March 8th, 2019 | B |
| 15 | Edit prototype to fit client desires, add modifications to Criterion B | Edited prototype by changing comboBoxes to textFields, added Modifications section to Criterion B | 1 hour 15 minutes | March 9th, 2019 | B |
| 16 | Create a test plan for the program | Outlined a test plan to ensure functionality of program as it is being developed | 25 minutes | March 12th, 2019 | B |
| 17 | Begin Criterion C Development, starting with creation of main class TeamManager | Created main class TeamManager, as well as created a class object array Team | 1 hour 30 minutes | March 14th, 2019 | C |

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| 18 | Consult advisor regarding an error with the program's ability to read from mock file | Advisor suggested creating a writeToFile method to initialize the data storage file TeamManager | 25 minutes | March 15th, 2019 | C |
| 19 | Add filler data to TeamManager file and store data in an object array | Added filler data to TeamManager file, created teamInformation method, and stored mock data in teams array | 1 hour | March 15th, 2019 | C |
| 20 | Finalize bracket prototype and create menu system for program | Created MasterBracket jFrame using prototype design and utilized File I/O to create files that store round winners, also created MainScreen class | 2 hours 30 minutes | March 17th, 2019 | C |
| 21 | Replace filler data with real college data from March Madness teams | Added name, seed, mascot, cost, and tuition data for 60 of the 64 teams | 1 hour | March 18th, 2019 | C |
| 22 | Finish data now that play-in games have completed, add longitude and latitude | Finished TeamManager file with updated team data, including longitude and latitude of schools | 30 minutes | March 19th, 2019 | C |
| 23 | Add File I/O to store the losers of every round | Added File I/O for every round loser as well, utilizing if/else statements, and updated the writeToFile reset button on MainScreen | 30 minutes | March 20th, 2019 | C |
| 24 | Add animal, humanoid, or misc to TeamManager data depending on type of college mascot | Added the type of mascot to the file TeamManger for each school | 25 minutes | March 21st, 2019 | C |

| 25 | Meet with client and show final MasterBracket jFrame with the team information | Client was pleased with bracket and menu system, suggested adding pop-up messages in case of a display or lock in error for clarity | 20 minutes | March 23$^{rd}$, 2019 | C |
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| 26 | Fix null error in array teams | Used .substring to edit the first team name and removed strange char from the beginning of "Virginia" | 15 minutes | March 24$^{th}$, 2019 | C |
| 27 | Create jDialogs to display varying types of data | Created layout for all six jDialogs, did not start coding individually however | 25 minutes | March 24$^{th}$, 2019 | C |
| 28 | Write code for each jDialog | Completed coding of GameResults, BracketUpsets, and SizeTuition | 3 hours | March 25$^{th}$, 2019 | C |
| 29 | Finish the three remaining jDialogs | Finished coding of AnimalHumanoid and NorthSouth, need to complete table in WinsBySeed | 2 hours | March 26$^{th}$, 2019 | C |
| 30 | Finish WinsBySeed and run tests on effectiveness of program | Completed WinsBySeed jDialog, added error buttons in MasterBracket and AnimalHumanoid | 2 hours | March 27$^{th}$, 2019 | C |
| 31 | Smooth transitions between jDialogs, and add to aesthetic appeal of program | Added color, cleaned up button transitions, and completed Development of program | 1 hour 30 minutes | March 28$^{th}$, 2019 | C |
| 32 | Meet with client to show finished program and receive final feedback | Showed client final product, gave a full demonstration of program, and received all around positive feedback | 30 minutes | March 28$^{th}$, 2019 | A, C |

| 33 | Work on Criterion C Development using screenshots of program code to analyze techniques used | Completed Criterion C Development and included analysis of key portions of code, also updated the appendix | 3 hours | March 29th, 2019 | C |
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| 34 | Began writing Criterion E Evaluation | Wrote majority of Criterion E Evaluation | 1 hour | March 30th, 2019 | E |
| 35 | Finish Criterion E and record/edit video for Criterion D Functionality | Finished Criterion E writing as well as screen recorded and then voiced over video of final program | 2 hours | March 32nd, 2019 | D, E |