

Criterion B: Record of Tasks

Task Number	Planned Action	Planned Outcome	Time Estimated	Target Completion Date	Criterion
1	First consultation with client.	Discussed general details and functionality of a software solution.	30 minutes	March 12, 2023	A
2	Check feasibility with advisor.	Confirm that proposed solution is technically feasible.	10 minutes	March 15, 2023	A
3	Research and choose technologies for developing solution.	Have chosen programming language, IDE, database framework, and additional libraries required.	3 weeks	April 7, 2023	A
4	Finish creating success criteria.	Have written down 6-8 success criteria for the project, based on interview with client.	5 days	April 14, 2023	A
5	Learn and work with Core Data on small projects.	Have gotten accustomed to working with Core Data to manage persistent storage on iPhone.	1 month	May 15, 2023	B
6	Learn and work with UIKit programmatically (will allow precise customization).	Have gotten accustomed to working with UIKit programmatically rather than relying on Storyboard.	2 weeks	May 30, 2023	B
7	Learn and work with DGCharts on small projects.	Have gotten accustomed to using DGCharts to create charts in iOS applications given sets of numerical data.	2 weeks	June 12, 2023	B
8	Create database schema.	Have knowledge of how the relational database will have to be made.	3 days	June 15, 2023	B
9	Make wireframe diagrams of all app screens and additional views.	Made visual mockup of different screens and how the user will trigger other screens and navigate the app.	3 days	June 19, 2023	B
10	Make flowchart diagrams for complex algorithms.	Found the most complex algorithms required in the app, and created a visual representation to help in development	1 week	June 27, 2023	B
11	Create testing plan for product.	Created testing methods to make sure final product runs properly and meets success criteria.	2 days	July 1, 2023	B
12	Create Home screen title and budget counter basic UI.	The location for title and budget counter has been decided, and these texts are visible.	3 days	July 5, 2023	C
13	Create dropdown menu for title text in home screen.	Title can be clicked to trigger dropdown from Daily, Monthly and Yearly. When clicked the title text and color of budget counter change.	1 week	July 13, 2023	C

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14	Create and arrange category buttons.	Class created for category buttons, when a button is clicked the category assigned to that button can be printed.	1 week	July 21, 2023	C
15	Create setup Core Data and create database entities.	Able to store data on device, and able to access data after application.	1 week	August 1, 2023	C
16	Create the add expenditure view.	When a category button is clicked, user is presented with a textbox and “+” button.	1 week	August 9, 2023	C
17	Allow users to add expenditures.	When the “+” button is clicked, the value in the text field as well, the category selected, and the current date and time should be recorded in the form of an expenditure in the database.	4 days	August 14, 2023	C
18	Create edit daily budget view.	Users should be able to click the 9 th button in the bottom of the home screen to show the edit daily budget view.	2 days	August 17, 2023	C
19	Allow users to edit their daily budget.	When users click the “+” button in the edit daily budget view, the app reads the value in the text field and sets that as the users’ new daily budget. Allow only positive numbers and ignore an input of nothing.	4 days	August 22, 2023	C
20	Using flowchart create function that updates the budget shown on home screen.	When users add an expenditure, or select a different time range from the dropdown view change the number displayed on the home screen to match.	5 days	August 30, 2023	C
21	Create table view for all expenditures.	Create a view where users can see information about all expenditures, with expenditures sorted chronologically, when the user swipes right.	1 week	September 10, 2023	C
22	Using flowchart, create analytics view.	Create a view shown when the user swipes left that displays 6 charts with the analytics about spending shown in wireframe.	2 weeks	September 28, 2023	C
23	Improve UI design and colors.	Updated visual appeal to a level that will satisfy Daniel.	3 days	October 1, 2023	B
24	Get feedback from client.	Demonstrated first version of product to receive feedback.	30 minutes	October 2, 2023	C

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25	Update application according to feedback received.	Have updated the application to the client's requirements based on feedback obtained.	5 days	October 9, 2023	C
26	Install on client's iPhone.	Install mobile application on client's iPhone and ensure it can run successfully.	1 hour	October 11, 2023	E
27	Obtain final feedback from client.	Made, sent, and received a questionnaire from client regarding his experience with final product.	1 day	October 12, 2023	E