

Record of tasks

Task number	Planned action	Planned outcome	Time estimate	Target completion date	Criterion
1	Initial meeting with client	Identify the problem, solution requirements, and success criteria	20 mins	24 th May 2024	1-7
2	Initial meeting with advisor	Discuss proposed client's problem and solution	10 mins	25 th May 2024	1-7
3	Research GUI creation libraries for python	Find a python library package that is easily customizable and has colour, shape and size customisable elements.	1 day	26 th May 2024	2
4	Preliminary layout ideas	Sketch GUI layout using Tkinter examples as an input for Tkinter's design and style	120 mins	27 th May 2024	1-7
5	Second meeting with client	Receive feedback on my GUI sketches to meet clients' preferences	25 mins	1 st June 2024	1-7
6	Revise GUI design	Configure GUI sketches to clients' new preferences	60 mins	1 st June 2024	2
6	Word processing algorithm flowchart	Create a flowchart of the word logic algorithm	120 mins	2 nd June 2024	5
8	Second meeting with advisor	Discuss GUI design and algorithm flow chart	15 mins	4 th June 2024	1-7

9	Begin GUI creation and base game	Research Tkinter GUI designing, create Json file for all accepted words and learn Json database implementation in python.	5 days	9 th June 2024	2
10	Adding functionality to the GUI	Research and implement letter and word insertion and error handling	1 day	16 th June 2024	2
11	Apply clients' new ideas	Add a timer, and dark mode function to the GUI, and add green highlights to correct letters with correct placement, and orange highlights to correct letters with incorrect placement	1 day	23 rd June 2024	2, 4
12	Begin Solver creation	Research unique game seed creation, storage, and implementation	4 days	14 th July 2024	5, 6
13	Create Login and Registration GUI elements	Recreate my login GUI sketches using Tkinter.	1 day	18 th July 2024	1
14	Add login, registration, and developer key functions to login GUI	Registering and login in works and user credentials are stored in a Json database, and the developer key logic is functional and displays the additional solver feature.	3 days	22 nd July 2024	1,2

15	Finish game seed, storage, GUI elements, and logic	Unique game seed is displayed on the GUI, and a new seed can be entered. Every new seed generated is added to the seed database.	3 days	28 th July 2024	2, 3
16	Add automatic solving logic to the GUI elements	Solver automatically types, enters, starts, stops etc. and only appears for users with dev key access.	2 days	3 rd October 2024	1, 5, 6
17	Combine all elements together and ensure global compatibility with dark mode and GUI element packing	The 16 frames, timer, 5-letter word input field, game seed display and input field, word logic colours, and dark mode feature all fit together on the GUI and remain fully functional	1 day	5 th October 2024	1-7
18	GUI finalisation	Minor tweaks to GUI for maximum ease of use and visual pleasure.	180 mins	7 th November 2024	2
19	Organize product	Organized classes and functions in chronological orderly way	120 mins	8 th November 2024	1-7
20	Test the product	Tested all features, various game seeds, solver access, and GUI accessibility	1 day	12 th November 2024	1-7

21	Final meeting with client	Approved final product, with success criteria met	90 mins	14 th November 2024	1-7
22	Final meeting with advisor	Verifies the completion of the development of the product	15 mins	16 th November 2024	1-7