

Criterion B – Record of Tasks

Date	Action	Details	Comments/ Follow Up	Date Completed	Criterion Involved
December 2013	Brainstormed Possible Problems	Brainstormed 3 different ideas for plausible problems.	Decided to pursue one specific problem.	12/15/13	A
December 2013	Attempted to get problem approved	Asked advisor whether proposed problem is ideal; Advisor responded the problem is adequate but unrealistic for the time span.	Rejected 1 st problem and continued brainstorming.	12/16/13	A
December 2013	Brainstormed for a more realistic problem	Proposed a second, smaller, but similar problem, but advisor still advised that problem be simpler.	Rejected 2 nd problem and continued brainstorming.	12/17/13	A
December 2013	Found an ideal Problem	Found a problem related to chess. Advisor approved problem.	Looked for client.	12/17/13	A
December 2013	Confirmed advisor and client and discussed problem with Client	Found a client that had a chess-related problem and discussed the outcomes of the product.	Adapted problem to fit client's situation.	12/19/13	A
December 2013	Vacation.	The winter-time vacation hindered my progress on the assessment.	-	1/7/14	-
January 2014	Changed Problem for the Last Time	Realized I had insufficient programming knowledge to create a chess program; changed to a checkers program.	Contacted client and discussed problem change.	1/21/14	A
January	Completed	Completed appendix	-	1/24/14	A

2014	Appendix A	A, which explains the rules of checkers that are to be implemented into the program.			
January 2014	Identified key language and software to be used.	Confirmed that Java, specifically its GUI and Gridworld components were to be utilized in the program	-	1/27/14	A
January 2014	Identified Criteria for Success	Identified main criteria for success that will be used to evaluate the finished product.	Recorded all criteria for success in Criterion A	1/27/14	A
January 2014	Proposed Schedule for Project	Discussed dates and deadlines with Advisor and constructed a schedule for the completion of the product.	Recorded Schedule in Criterion B.	1/29/14	B
February 2014	Constructed Basic Design	Constructed design for how the product was to be developed.	Recorded Design in Criterion B.	2/2/14	B
February 2014	Formulated Test Plan	Determined what tests where to be taken after completion of product to affirm that its functionality	Recorded in Criterion B	2/4/14	B
February 2014	Reviewed rules and java programming	Reviewed the rules of chess that are to be implemented in the program. Reviewed Java programming, GUI, and GridWorld.	-	2/5/14	C
February 2014	Began Development of Product	Began development by developing the graphics menu.	Tested before proceeding to next task.	2/7/14	C,D

February 2014	Started creating the mechanics of the actual game.	Set up the board, pieces, and basic moves into the game, as well as algorithms for what legal and illegal moves.	Tested illegal move component before proceeding to next task.	2/9/14	C,D
February 2014	Refined all of program's components	Refined all components, making sure that no component is faulty and that all components are linked and accessible.	Tested entire program once more.	2/15/14	C
February 2014	Submitted Product.	Submitted the product to the client.	Received feedback from the client and discussed improvements that could be made to product.	2/22/14	E