

## Criterion B - Record of Tasks

No.	Planned Action	Planned Outcome	Time Estimated	Criterion
1	Talking to my client about their problems	Get a few problems and a few solutions	1 day	A
2	Brainstorming of possible IA ideas	Narrow down my initial choices to a small selection	1 day	A
3	Discuss choices with client	Get an agreement and a direction of where to go	1 day	A
4	Fill in document with success criteria based on information from client	Have a list of success criteria that fills the customer's needs	3 days	A
5	Talk to my client about the success criteria	Agree to them	1 day	A
6	Come up with test plans for each success criteria and talk to the client about them	Agree to these test criteria	2 days	B
7	Begin sketching possible designs for the UX of the website	End up with designs that are agreed upon with the customer	4 days	B
8	Come back to client with another success criterion	Get a test plan for it	1 day	A
9	Begin to design Database structures	Finish	3 days	B
10	Implementing the algorithms used for the first draft site	Finish and make algorithms efficient	1 week	C
11	Developing the Firebase backend	Develop security rules and set up Firebase collections	1 day	C
12	Developing the UX of the site (GUIs + Forms)	Finish them to a good standard	3 days	C
13	Piecing together the algorithms, the UI and the database to create a first draft	Finish it to a good standard	5 days	C
14	Show the client the first draft of the solution and get the go ahead to continue	Client shows a positive response, allowing me to continue to the final draft	3 days	C

15	Debugging issues found by the client and myself	Clean up the bugs and make user experience more friendly	3 days	C
16	Optimizing code	Making sure everything works as planned and is fast enough to run on most mobile devices	3 days	C
17	Handing over the final website to the client and showcasing all its functionality	Get any feedback on last minute changes if needed	2 days	E
18	Wait for client to test website herself	Get more feedback after real world usage	1 week	E
19	Checking of bugs before beta testing with other real world users	Try to find more potential bugs not found during our own testing	1 week	C
20	Final squashing of bugs before release to the public	Finish	5 days	E
21	Document the code used	Finish in the document	1 week	C
22	Video the product in action	Finish	2 days	D