Record of Tasks

Date	Action	Details	Comments/ Follow up	Date Completed	Stage
September	Introduction	Mr. Bledsoe introduces the project to the class and explains the structure and purpose of the project.	The class and I got our rubrics which are essential.	September 4th	-
September	Decision	The first step was to decide who was going to be my adivoser and client, and decide what the project would possibly be about.	My father was my advisor, and my brother was my client.	September 12th	Proposal Form Stage
September	Meeting with my client	I discussed with my brother about the product, and he requested a game. His original requests were far too complicated, so, I asked him to think about it and come back to me later	Before this meeting, I had originally planned on making a trivia quiz on topics my brother was interested in, but when we had this meeting, that was when I discovered he wanted to see a game.	September 20th	A
September	Discussion with teacher	Mr. Bledsoe and I discussed about suitable software for this project.	I decided to go with Scratch, but I looked foward to getting advise from my advisor	September 22nd	A
September	Discussion with advisor	Asked about suitable software for this project, more specifically Scratch.	The advisor approves.	September 22 nd	A

September	Revist the client	I return to my client to finalize the choose of the product. My brother wanted to see either one of the games, Temple Run or Flappy Bird.	I chose Flappy Bird.	September 22nd	A
October	Learn the Sctratch language	I self-taught myself the basics of Scratch by watching videos from YouTube or studying the code made by other users.	Although my first week of October was only focused on learning Scratch, I still continued to teach myself as went along further into the project	October 11th	B
October	Create a flow chart	With my gained knowledge of scratch, I planned how I would use it to create a simple version of flappy bird.	This helped keep things organized.	October 12th	B
October	Discuss design plans with client and advisor	Shared my flowchart, and I fixed anything based on suggestions from either the client or advisor	Both were generally pleased with what I had so far.	October 15th	B
October	Design original sprites	I created my own "primative" sprites using the Scratch program.	There were only three sprites that I did create, which were the pipe, the bird, and the start button.	October 24th	B
October	Show the sprite designs to client and advisor	I took suggestions from the both of them and added them to my original designs.	This also resulted in adding a backdrop to the design plans.	October 25th	B
October	Create algorithm design	I decided to plan how each sprite that I created woul play a role in the program.	I taught myself how the sprites can take advantage of Scratch's method of programming	October 27th	B

October	Begin programming process	I choose to start the programming process early in order to have more time with learning this new code "language".	I continued to learn more about Scratch and its interface.	-	B, C
October	Present design plans to CS teacher	The CS teacher reviewed what I showed him and even gave tips and answered questions.	I continued to practice programming with my Scratch project during class after showing my Primitive Flappy Bird.	October 31st	B
October	Present the Primitive Flappy Bird	I showed my progress through my recreaction of the game "Flappy Bird" by my own game that I called "Primitive Flappy" that was using my own designed sprites and code.	I also discussed about possible improvements for the game like fixing bugs and making gameplay smoother.	October 31st	B, C
November	Look for sprites from the original Flappy Bird game from an open source	I find sprites that look identical to Nguyễn's (the original deveolper of Flappy Bird) sprites.	Not only do I improve my orginal sprites, but I add more sprites as well.	November 9th	C
Novemeber	Create and find algorithms	I created algortithms to improve the bird's movement and how to utilize using only one pipe	I found an algorithm from another Scratch user that took advantage of Scratch's database system that allowed the game to save high scores.	November 17th	C
November	Organize and complete prgoramming	I collected all of my algorithms and code together to make a semi-final version of the game	-	November 29th	C
December	Testing	I tested the game myself and asked my client and advisor to do the same.	Together, we were able to find any small problems with the product and I was able to quickly fix them.	December 3rd	C

December	Presentation	I showed the product to the CS teacher and fellow classmates and I explained any more goals I had for the project.	My primary goal was to either recreate the sprites again into my own custom sprites or learn how to add sound to the Scratch program to further a player's application into the game	December 15th	C
December	Adding sound to the program	I added sound for the opening menu of the game, a hit sound and more sounds that similar to the original game's	I learned how to do this from simple tutorials on the internet about Scratch.	December 17th	C
December	Documentation	At this step, I began the process of documentation	All of the documentation was classfied as a rough draft because the teacher wanted to review our documentation before the final due date in March.	February 16th	D/E
March	Finalization	Complete documentation to the fullest, and fix any mistakes that were found in the rough drafts of the documentation	The teacher emailed us comments on suggestions on how to improve our documentation, which helped a lot.	March 16th	D/E