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| --- | --- | --- | --- | --- | --- |
| Action item  CrawlRun | Estimated time it will take to complete task  Clock | Strategies/Resources I will need to complete this task  Books | Questions I still have about this task  Help | Due date  Monthly calendar | Completed  Checklist |
| * Set up existing codebase with action workflows. * Run the program to explore. * Map the tree structure of the game . * Give the current program to another student/family members for feedback on whether the Linux commands are not too complex for non-coders. | 100 minutes | * GitHub * CodeQL Scanning * JavaScript * Java * HTML * CSS * Live Server * Live Sharing * GitHub Copilot * Tabnine * Gradle/Maven | * Where should we map out the current structure of the game? * Should we use pull requests to collaborate or use a Live Server setup? There are pros and cons to both. * Should we integrate with Gradle or Maven support? | 2/13/23 |  |
| * Design new binary/tertiary tree structure for game in Canva. * Make content for game based on the structure. * Make visuals for game using DALL·E 2, Midjourney, and Stable Diffusion. These images will be displayed in-game in the right terminal window. | 200 minutes | * Canva * DALL·E 2 * Midjourney * Stable Diffusion * Microsoft Word | * Should we include attributions to the AI image generators? If so, where? * Should we include the tree structure of the game in a docs folder in the repository to get open source contributors? | 2/17/23 |  |
| * Implement content and visuals in code. * Fix any bugs that may arise. * Host project in a custom domain in the cloud. | 60 minutes | * GitHub * CodeQL Scanning * JavaScript * Java * HTML * CSS * Live Server * Live Sharing * GitHub Copilot * Tabnine * Gradle Actions | * Should we purchase a custom domain or use a free subdomain under my personal website? * Where should we host in the cloud? Options include Amazon ECS, Microsoft Azure, Google Cloud, and GitHub Pages. | 2/24/23 |  |
| * Polish the UX so everything looks professional. * Record and implement feedback from round 2 of surveys from friends/family members. * Make documentation if we have extra time. | 60 minutes | * HTML * CSS * JavaScript * Discord/Slack/Teams * Prometheus for UX improvement suggestions * Markdown | * Are we allowed to use natural language models to get feedback on our UX/UI? * How should we send the game to our survey recipient if we decide to not host it on the cloud? | 3/1/23 |  |