

## CRITERION B- RECORD OF TASK

Task number	Planned action	Planned outcome	Time estimated	Target completion date	Criterion
<b>PLANNING</b>					
1	Introduction to IA	Understanding the IA	1 hour	14 <sup>th</sup> Dec 2018	-
2	Discussion with the supervisor	Discuss App ideas.	30 minutes	17 <sup>th</sup> Dec 2018	-
3	Interview with client	Listing out the problems faced and discussing current scenario.	20 minutes	19 <sup>th</sup> Dec 2018	A
4	Discussion with the supervisor	Discuss client problem and proposed solution.	20 minutes	21 <sup>st</sup> Dec 2018	A
5	Secondary consultation with the client	Propose solutions to the problems mentioned in the first meet.	30 minutes	17 <sup>th</sup> Jan 2019	A
6	Product Discussion with the supervisor	Finalizing product idea, coding language, and platforms.	30 minutes	21 <sup>st</sup> Jan 2019	A
7	Selection of success criteria	Identifying the most important needs of the client and accordingly deciding the features of the product.	1 hour	25 <sup>th</sup> Feb 2019	A
<b>DESIGN AND DEVELOPMENT</b>					
8	Discussion of user interface with the client	Decide Appropriate layouts and screens, and listing the functionalities according to the need of client. Visualizing how the	1 hour	20 <sup>th</sup> Mar 2019	A, B

		app will progress through different screens.			
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9	Sketching of designs for all screens, and navigation of screens.	Prepare hand drawn wide frames for screens: login, signup, events displaying screen, registration form.	2 hours	16 <sup>th</sup> Apr 2019	B
10	Finalize the platforms and languages required to build the app with the supervisor.	JavaScript coding will be used. React-Native will be used for frontend and PHP for backend. Coding will be done on Visual Studio code.	1 hour	15 <sup>th</sup> May 2019	A, B
11	Learn the required languages and platforms.	Learn the use of built-in libraries. Understand the different methods and frameworks used by react-native. Learn FLEX for designing the screens and uses of PHP backend queries.	1 month	20 <sup>th</sup> Jun 2019	A, B, C
12	Presenting prototype to the supervisor and the client.	Product prototype reviewed by the client and the supervisor to check if the product matches the expectations. Receive feedback.	45 minutes	25 <sup>th</sup> Jul 2019	B, C, D
13	Designing flowcharts and outlining the algorithm for each screen.	Manually drawing flowcharts for each screen and as an overview. Preparing rough pseudocode for the designing of screens.	10 days	12 <sup>th</sup> Aug 2019	B

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14	Initiate all the additional files that has to be created.	Take note and map out any additional requirements for the UI and process.	5 hours	20 <sup>th</sup> Aug 2019	B, C
15	Preparing the user interfaces for screens available to students. (Product development phase 1)	Code and design screens for the student log-in using FLEX and JavaScript on Visual Studio Code.	15 days	6 <sup>th</sup> Sep 2019	B, C
16	Preparing the user interfaces for screens available to teachers and the admin.	Code and design screens for the teacher log-in using FLEX and JavaScript on Visual Studio Code.	20 days	27 <sup>th</sup> Sep 2019	B, C
17	Navigation of screens. (Product development phase 2)	Completion of the UI part of the app. Link and complete navigation of all screens.	5 days	3 <sup>rd</sup> Oct 2019	B, C
18	Association of database.	Preparing tables in the database. Linking the database to the app (PHP my admin).	2 days	7 <sup>th</sup> Oct 2019	B, C
19	Database queries.	Coding of all the required queries for fetching and storing data into the database (MYSQL). This is done on Visual Studio Code.	3 days	12 <sup>th</sup> Oct 2019	B, C
20	Mail SMTP connection.	Connecting the mail SMTP function with PHP. Buying the server, DigitalOcean,	2 days	15 <sup>th</sup> Oct 2019	B, C

		for sending mails to the users.			
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<b>TESTING AND IMPLEMENTATION</b>					
20	Integrate all the screens into a single app and link the final database.	Combine all the screens into a single app to link the students and teachers (admins) functionalities, and connect them to the log-in screen.	1 day	18 <sup>th</sup> Oct 2019	C
21	Share product with client to receive feedbacks.	Gather feedback from the client after reviewing all the functionalities and look of the app. Note down any key changes to be made to the app.	45 minutes	5 <sup>th</sup> Nov 2019	C, E
22	Amalgamate the changes recommended by the client.	Go through the success criteria as per the given feedback by the client. Add the function of teacher being able to select and reject students after they have registered for the event. Also, improve the design of the home screen containing the events.	4 days	10 <sup>th</sup> Nov 2019	C
23	Test the app	Test the entire functionality of the app in cases of any bugs and errors. Fix them if required.	3 days	14 <sup>th</sup> Nov 2019	C, D

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<b>REVIEW</b>					
24	Approval from the supervisor.	Show the debugged, completed product to the supervisor for final approval and any feedback.	20 minutes	15 <sup>th</sup> Nov 2019	E
25	Share the final app with client.	After the approval from the supervisor, install and run the app on client's phone.	15 minutes	19 <sup>th</sup> Nov 2019	E
26	Final feedback and evaluation from the client.	After the client has tested the app, consider the additions suggested by the client and analyse suggestions from client on how the existing functionalities may be approved.	30 minutes	20 <sup>th</sup> Nov 2019	E
27	Submission of first draft.	Review and submit the first draft to the supervisor.	15 minutes	18 <sup>th</sup> Dec 2019	-
28	submission of final draft.	Review and submit the final draft to the supervisor.	10 minutes	17 <sup>th</sup> Jan 2020	-