Record of Tasks

Task number	Planned action	Planned outcome	Time estimate	Target completion date	Criterion
1	Discussion with Michael	Learn and finalize the problem, and propose a solution for the problem	2 hours	November 20	A: Planning
2	Conceptualize game mechanics and storyboard. Complete Record of Tasks	A detailed game design document and storyboard	6 hours	December 10	B: RoT and Design
3	Set up Unity project and basic physics engine	A Unity project with fundamental physics for projectile motion	15 days	December 25	C: Development
4	Develop interactive controls for angle and power	Functional UI elements to control launch parameters	10 days	January 4	C: Development
5	Implement projectile properties and selection logic	A system to select different projectiles and visualize properties	14 days	January 18	C: Development
6	Create level design with targets and obstacles	Randomizing level generation, more complex system	20 days	February 7	C: Development
7	Code logic for scoring and educational feedback	Scoring system and contextual feedback on physics principles	10 days	February 17	C: Development
8	Test game mechanics and UI with users	Adjustments to game mechanics and UI based on user feedback	5 days	February 22	D: Functionality
9	Finalize game content and complete evaluation	A completed game ready for deployment, and completed evaluation	6 days	February 28	E: Evaluation