

## Criterion B - Record of Tasks

[B.X] Appendix index.

Task Number	Planned Action	Planned Outcome	Time Estimated	Target Completion Date	Criterion
1	Identify client and brainstorm ideas	Determining the scope of the IA project.  Selecting an appropriate client.	45 mins	August 15	A
2	Interview Client	The client explains their profession  The client outlines the issue at hand and discusses their present solution along with its limitations  Generate possible alternatives.  Listen to feedback about alternatives and determine the best solutions	2 hours	August 18	A
3	Presenting IA proposal to advisor and class	Proposed idea and solution initially endorsed by advisor  Gain insight into the feasibility and possibility through feedback on the IA.	30 mins	August 24	A
4	Put to writing the problem, proposed solution, and a rationale	The official text of the concept, the approach to tackling the problem, and why the approach is done in such a way.	4 hours	September 19	A
5	Formulate success criteria	Formulate success criteria based on the needs of the client in the context of the solution	1 hour	September 19	A

6	<b>Create the design overview</b>	Easy to find and sort the process of the entire IA	<b>4 hours</b>	<b>October 18</b>	<b>B</b>
7	<b>Present client the RoT for approval</b>	Allow for client to determine priority over module creation	<b>1 hour</b>	<b>October 18</b>	<b>B</b>
8	<b>Show client proposed designs</b>	Validate the success criteria with the client  Gather input on lacking features as well as the positive and negative aspects.	<b>1 hour</b>	<b>October 18</b>	<b>A</b>
9	<b>Make changes to the design based on client feedback</b>	Finalize the prototype design according to what the client best prefers.	<b>3 hours</b>	<b>October 20</b>	<b>B</b>
10	<b>Receive approval from the client and the supervisor</b>	Gain authorization to begin coding the program	<b>20 mins</b>	<b>October 20</b>	<b>B</b>
11	<b>Start developing the program on Unity Engine</b>	Program a login and introduction page to the application	<b>5 hour</b>	<b>November 1</b>	<b>B, C</b>
12	<b>Code main dashboard UI for both client and admin</b>	Design an aesthetically pleasing and functional main dashboard for client and admin	<b>3 hours</b>	<b>November 1</b>	<b>B, C</b>
13	<b>Program loyalty tracking method</b>	Program a point-tracking method needed to verify and add points to any given user	<b>2 hours</b>	<b>November 2</b>	<b>B, C, D</b>
14	<b>Program QR code functionality</b>	Enable QR code scanning for loyalty point accrual for admin side of application	<b>4 hours</b>	<b>November 3</b>	<b>B, C, D</b>
15	<b>Code user account verification</b>	Develop a secure built-in verification process for user accounts and for admin login	<b>2 hours</b>	<b>November 5</b>	<b>B, C, D</b>

16	<b>Code system to view upcoming promotions</b>	Create a system for notifying users of upcoming store promotions	<b>2 hours</b>	<b>November 8</b>	<b>B, C, D</b>
17	<b>Connect database to inputted data</b>	Create a linkage to admin database and client data in order for admins to have an overview of the system	<b>1 hour</b>	<b>November 9</b>	<b>B, C, D</b>
18	<b>Program admin control to database's data</b>	Allowing for admin to be able to make changes to different client's data, increasing or decreasing	<b>2 hours</b>	<b>November 10</b>	<b>B, C, D</b>
19	<b>Connect point-tracking method, QR code functionality, and admin control</b>	To allow for admin to access different users, using QR codes to increase or decrease loyalty points	<b>3 hour</b>	<b>November 12</b>	<b>B, C, D</b>
20	<b>Code purchase history page for both client</b>	Creating an easy and convenient method to track money spent recently for consumers	<b>2 hours</b>	<b>November 13</b>	<b>B, C, D</b>
21	<b>Code display functionality to database based on, username and most recent purchase</b>	Create a user-friendly interface for displaying and finding different clients	<b>1 hour</b>	<b>November 13</b>	<b>B, C, D</b>
22	<b>Finalize the program (clean code)</b>	Clean up the code to be more readable and annotate	<b>2 hours</b>	<b>November 14</b>	<b>B, C, D</b>
23	<b>Go through alpha testing</b>	Evaluate the program according to the suggested testing methods and troubleshoot any errors to guarantee the program's functionality.	<b>2 hours</b>	<b>November 18</b>	<b>C, E</b>
24	<b>Give program to client</b>	Provide the program's solution and assist in its installation on their computer.	<b>30 minutes</b>	<b>November 19</b>	<b>E</b>

<b>25</b>	<b>Receive feedback and suggestions to improve the program</b>	Collect input and suggest modifications to enhance the program.	<b>1 hour</b>	<b>November 19</b>	<b>E</b>
<b>26</b>	<b>Implement the changes</b>	Incorporate suggested enhancements and new features based on the received feedback.	<b>3 hours</b>	<b>December 8</b>	<b>B, C, D, E</b>
<b>27</b>	<b>Evaluation of product</b>	Assess the degree to which the success criteria have been achieved.	<b>45 minutes</b>	<b>December 9</b>	<b>E</b>
<b>28</b>	<b>Recommendations for further development</b>	Provide suggestions for advancing and enhancing the product.	<b>45 minutes</b>	<b>December 9</b>	<b>E</b>
<b>29</b>	<b>Hand over the final solution to the client</b>	Hand over the revised solution to the client	<b>1 hour</b>	<b>January 30</b>	<b>E</b>
<b>30</b>	<b>Clarify and verify product</b>	Receive final approval that product is up to the standards client wants.	<b>1 hour</b>	<b>January 30</b>	<b>E</b>
<b>31</b>	<b>Release product to greater public</b>	Application is released to the general public through the app store and google play store for general usage.	<b>1 hour</b>	<b>January 31</b>	<b>Beyond</b>

Seen in [B.1] ROT has been verified and confirmed with the client and the creation process outlined here will now be followed.