Criterion A: Planning

Defining the problem

The client and advisor Ms. xx is a 1st grade teacher and an after school tutor for 1st to 5th grade students. When it rains at school, the students are not allowed to go outside and must stay inside the classrooms for break. She does not have any activities for the students to do inside during those days. Also, once the after school tutoring session ends, students are doing nothing while they wait for their parents to arrive. She wants to have an activity where her students can enjoy playing and learning at the same time.

I went to Ms. xx if she needed any help with creating an activity for her students and wanted me to design one for her. She wanted to have a Wheel of Fortune type of activity integrated with her lesson plan where the younger students can practice with money and with vocabulary. For the older students, she wanted to make an enjoyable activity while practicing their vocabulary. I asked my computer science teacher about this idea and approved it.

I needed further details on what Ms. xx is looking for in her activity, so I decided to set up a meeting and interview her for more information.

Rationale for proposed solution

I decided to use Java programming since it is easy to use and user friendly for people with basic knowledge in computers. It can meet my client's needs and can be used on many computers. My current study in Java at school will also help in creating the solution for my client.

Java is capable of creating a user friendly GUI and should be easy for Ms. xx to use with basic knowledge on computers.

Stating Success Criteria

1. Program should be easy to use for anyone
2. The program should be replayable many times
3. The program should be a fun activity
4. The client can easily add new phrases to the activity
5. The client can change the amount of reward
6. The program should have wheel of fortune elements implemented of spinning the wheel, buying a vowel, solving puzzle

Word count: 278