**Record Of Tasks**

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| **Task №** | **Planned Action** | **Planned Outcome** | **Time Estimated** | **Target completion date** | **Criterion** |
| 1 | Choose the project | Decide on the project’s idea, choose the client, do an interview with him/her | 3 week | 21/04/2016 | A |
| 2 | Make a research on the chosen programming language to find new functions | Research on the functions, which I may not know, but will need for the development of the program | 15 days | 05/05/2016 | A |
| 3 | Define a criteria for success, do the research on the problem and improve other sections | Define a problem and its significance, write a success criteria and add the details to other sections | 13 days | 18/05/2016 | A |
| 4 | Do the research on the different language programs | Look to the GUI, content and design my own program | 6 week | 15/07/2016 | B |
| 5 | Make a plan | Fill the record of tasks, so that everything will be organized | 3 week | 05/08/2016 | B |
| 6 | Make algorithms, flowcharts etc. And start to code the program | Create flowcharts for the programs main pages (theory and game) and game pages, write a pseudo code, do the class diagram. Start to code the main activities | 3 months | 05/11/2016 | B/C |
| 7 | Continue to code the program | Make the design (GUI) | 1 weeks | 12/11/2016 | C |
| 8 | Complete the program | Complete the game with all small details, improve the design, add more data | 1 week | 19/11/2016 | C |
| 9 | Define the unique techniques used | List the techniques used in the program and define their functionality | 10 days | 29/11/2016 | C |
| 10 | The program tested by client | The client checks the program and gives the feedback about where to improve, provides with the positive comments about the application | 10 days | 09/12/2016 | C |
| 11 | Program improved | Improve the game according to the clients requirements (where it is possible) | 1 week | 26/12/16 | D |
| 12 | Video review on the program | The video recording with the detailed explanation of the program, some main and unique features are shown | 5 days | 31/12/2017 | D |
| 13 | Feedback from the CS teacher on the video | Have a feedback from the teacher as a adviser in order to know where are the weaknesses and strengths | 10 days | 10/01/2017 | D |
| 14 | Ideas for further improvement | Think more broadly in order to improve the program and make it more harder | 2 week | 25/01/2017 | E |
| 15 | Interview with the client | The client gives the feedback: what she liked about the program and what was not so good. Possible recommendation for the future improvements | 16 days | 10/02/2017 | E |
| 16 | Finish the work | Complete everything and give final copy to teacher | 15 days | 09/04/2017 | All criteria |