Criterion B: Record of tasks

Task number	Planned action	Planned outcome	Time estimated	Target completion date	Criterion
1	Get an idea of what the client may be looking for	To have an idea of what a successful solution for the client may look like.	7 days	5th August	A
2	Come up with a solution for the client	Have an idea for a solution for the client, which would be feasible and may fit what it is they are looking for.	7 days	15th August	A
3	Discuss idea with teacher	Ensure that the idea is adequate.	1 hour	20th August	A
4	Make a prototype	Create a prototype to present to the client which will demonstrate the idea and how the final solution may look.	14 days	10th September	A
5	Begin writing section A	Fill in who the client is and what it is they are looking for.	3 days	6th September	A
6	Interview client	Find a suitable time for, and set up a formal interview with the client and ensure that the idea fits what they are looking for. Having shown the client and for them to give advice on the next stages of design.	1 hour	1st September	A
7	Complete section A	Fill in the remaining parts of section A, including the success criteria found from interviewing the client.	3 days	10th September	A
8	Plan the next stages of development	Having gotten a success criteria, spend some time considering what the next step is in programming the solution.	1 day	15th September	A
9	Hand in section A and receive feedback	Receive feedback from my teacher to then improve on the section A.	7 days	20th September	A
10	Begin planning the final solution	Plan how each part of my program will fit together, and create a diagram the	3 days	1rd November	B

		help explain the navigation.			
11	Program the navigation	Program how each window will connect to one another.	2 days	3th November	C
12	Program the login/signup system	Program the login system, using a CSV database to store the usernames and passwords, allowing users to either login or signup.	3 days	6th November	C
13	Test and fix any bugs present	Run the program using different inputs and see if the program uses them successfully.	3 days	9th November	C
14	Program game modes	Implement the different game modes so that the program is somewhat usable.	5 days	14th November	C
15	Program the progress check	After each game has been played, store the results in the databases. Allow the user to see this information through checking their progress.	15 days	29th November	C
16	Hand in section A/B/C and receive feedback	I am going to receive feedback on my IA so far, to ensure that everything is being done correctly and that I am on track	5 days	4th December	N/A
17	Finish adding any new aspects to the program (comparing users, finishing game modes, etc)	Finishing the entire program, ready for testing.	28 days	1st January	C
18	Check for any obvious bugs in my program	Do some basic testing of the program to make sure that it is working to a reasonable standard.	21 days	22nd January	C
19	Continue working on sections A/B/C	Complete sections A/B/C and begin section D ready to hand in a first draft.	14 days	21st February	A/B/C

20	Complete sections A/B/C and begin section D	Ensure that sections A/B/C are complete and begin section D ready to hand in a first draft.	14 days	5th February	A/B/C/D
21	Complete section D	Complete section D ready for handing in a first draft.	16 days	21st February	D
22	Hand in first draft	Complete all sections of the IA and hand in the first draft for feedback.	7 days	28th February	A/B/C/D
23	Finish and hand in the IA	Make any required changes, and hand in the completed product and documentation.	14 days	13th March	A/B/C/D/E