## Criterion B: Record of tasks

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| 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 help explain the navigation. | | | | | 3 days | | 1rd November | | | B |
| 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 |
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