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1. What functions and/or methods will you need to employ?
   1. Most the functionality will be based around the Stream Writer and Stream Reader objects. The Stream Writer will be enclosed in a save function that will be used by many other objects in the application. The Stream Reader will be enclosed in a load function that will, like the save function, be used by many other objects in the application. Every time data is added, removed, or reset one of these functions will be called to appropriately save data that can be accessed later and achieve persistence.
   2. There will be a function for the accomplishments form to load and count the stats for the total accomplishments of the person.
   3. The main form paint event will be its own method to repaint all the elements on the screen, and this will be needed every time there is something added and removed.
   4. Each button will need its own click event method. There will be three add buttons, but they will share the same general functionality.
   5. Each close button will share events/method functionality but will remove different elements. There will also be close events for the sub-forms. The main exit button will be event handled and properly save with its own method as well.
   6. Check boxes will be their own method and event. This will add or remove the check on click.
   7. The main form load event will be a method that will have to load all the data that has already been entered to show it.
   8. The finish button adding a task will encompass the event and close then save the data added.
2. What sorts of invisible objects (if any) will you need to use?
   1. As of now there are no invisible objects used in the application.
3. What events will you need to handle and how?
   1. There are going to be three “Add” buttons in this application. These buttons will have click events. Each button add button will correspond with its respective column. These buttons will open another form to add in the required text to add a task. Within the add forms there is going to be a “Cancel” and “Finish” button that will either add the data or cancel the action entirely.
   2. Each task will have an accompanying check box to show that the ask is complete. This will be handled with a click event. When that button is pressed, the accomplishment counter will go up along with the check box being added to the empty box. There will be a save because the task must be marked complete after that and saved.
   3. There will be a remove “X” button on each task. This will be associated with a click event that will remove whatever task is clicked. Save will again need to be called from there.
   4. Arrow (🡨, 🡪) buttons will be on each side of the date. These will be accompanied by click events to move the date and the respective tasks for each date in each column.
   5. The “Accomplishments” button will be accompanied by a click event handler to bring up the accomplishments form. This form will show the overall stats of the user. There will be a “Close” button that will close the window, and which will be handled by a click event. There is also a “Reset” button to reset the stats from zero to start again. This will be a click event.
   6. Windows Forms also allows the red “X” button in the upper right corner to be handled as well. This would be a click event to save and properly close the application. This is crucial because there will need to persistence across the application.
   7. Whenever there is going to be something added or removed from the columns. There will be the Paint event handler for the main form. This will repaint the main form with the new elements. The tasks will need to be dynamically loaded by the number of tasks per each column.
   8. There will need to be a load event on the main form to initially load the data and show it properly in the three columns.
4. What external resources (images, sounds, movies, etc.) will you need your application access and how?
   1. Text files separated by lines will be used to save and store the data. This will make it easy to read for loading by line as well because it will be done in order. This will be achieved by the Stream Reader and Writer.
5. How your application Design will address:
   1. Consistency of Elements and Style.
      1. Everything in the application will be very streamlined across the three possible forms. This will include the same colors and styles of buttons across each form. The three columns will be evenly spaced along with having the same buttons. The labels on the application will clearly indicate what is happening where. Buttons will also have clear labels or graphical representations.
   2. Provide Clear Navigation.
      1. Since most of the application is a single large window with smaller sub windows there is going to be very simple navigation. The arrows on each side of the data should indicate moving of dates. The add buttons are quite simple below the tasks to show that it will add to the bottom. Each task will also have a red “X” on the left to remove said task clearly. The right side will have a blank box with an outline to indicate a check or bullet to show complete.
   3. Logical Grouping of Tasks.
      1. The three-column system allows the grouping to be quite natural. The columns have scroll bars to show more tasks if needed. There will be simple/clear lines to divide each section along with labels. Separated above will be the date and arrows to show moving between dates.
   4. Prioritization of Visual Elements.
      1. Having each column clearly separated will make it very easy to distinguish the difference between them in functionality. There are buttons and many working parts to each, but this will be fine because of the clear lines that will divide them. Any other buttons will then be at the top as well going between the dates and having a larger button to clearly indicate accomplishments. Each sub-form will also have reading from top to bottom like users generally expect when using elements.
   5. Care for the User.
      1. Users will feel comfortable using the application because of the simplicity. The clear division of features will allow things not to get mixed up or extended time to learn the application. There is only one destructive feature and that is removing a task, but there will be a confirmation before taking such action.
6. Anything else you deem appropriate.
   1. After completing this entire evaluation of the project, I realize that a lot of my work is not going to be on the visual side of the application, but more on the back end of the project. This is my preference because I prefer code over working on visual elements. I did feel like the storyboarding was on the small side, but it is because visually the application is very simple, and the heavy lifting is done behind the scenes.