

CRITERIA B: Record of Tasks

To determine if the points awarded were satisfactory, we will design a database where we will define the house league points awarded based on the students' accomplishments and divide them into categories accordingly. Then, the program will compare the user input with our database to decide if the user input is eligible to be output in the final table. This table only prints out the user inputs that have the points assigned exceeding the points allowed in our predefined categories.

| Task number | Planned action | Planned outcome | Time estimated | Target completion date | Criterion |
|-------------|--|--|----------------|------------------------|-----------|
| 1 | Ask the client for a problem | The client gives their problem | 1 week | | A |
| 2 | Discuss with the client about a proposal | The client approves of problem | 1 week | | A |
| 3 | 1st Meeting with the client | Problem analysis and clear description of requirements | 2 days | | A |
| 4 | Think of a solution for the client's problem | Come up with a product that can solve the client's problem | 1 week | | A |
| 5 | Plan a schedule on developing the product | Identified a schedule for when to work on the product | 2 weeks | | A |
| 6 | Define criteria for success with criteria A | Identified a success criteria | 1 week | | A |
| 7 | Create a user interface for | Sketched a mock for a | 1 week | | B |

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|----|--|---|---------|--|------|
| | the product | user interface | | | |
| 8 | Draw diagrams and flowcharts the design of the product | Diagrams and flowcharts are sketched up and created | 1 week | | B |
| 9 | Create a test plan for the product | Created a test plan for the product | 1 week | | B |
| 10 | Create the software for the product | Completed the software for the product | 3 weeks | | C |
| 11 | Create the user interface for the product | Created the user interface for the product | 2 weeks | | C |
| 12 | Test product to find bugs and errors | Product is fixed with no more bugs | 1 week | | C, D |
| 13 | Give the product to the client to test it | Product is given to the client for testing | 1 week | | C, E |
| 14 | Improve product and complete final testing | Product is given to the client for use | 1 week | | |
| 15 | Create video demonstration | Video is developed and helps the client know how to use the product | 1 week | | D, E |
| 16 | Evaluate product and think about future improvements | Ideas for future improvements are made | 1 week | | E |

