**Software Design & Development HSC Year 12: Major Programming Project, Part B - Log Book**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Date | Task that was attempted | How the task was achieved | The end result of the task | Follow up required | Signature and dated by teacher |
| 29/4/16 | Created Gantt chart | I utilised the spreadsheet software Microsoft Excel to design my Gantt chart, ensuring enough time was left between tasks to allow for catch up between tasks. | I finished the Gantt chart. | No |  |
| 30/4/16 | Wrote mainline of program | I utilised the Python IDLE interpreter to create the mainline of the program, establishing the object of the program based on the algorithm previously written. | I finished the mainline. Now I need to write the subroutines. | No |  |
| 2/5/16 | Wrote InputUserInfo subroutine | Using Python IDLE interpreter, I created the first subroutine in the algorithm. | The first subroutine has been written. | No |  |
| 4/5/16 | Wrote GenerateCombination subroutine | I wrote the second subroutine in the algorithm using Python IDLE. | The second subroutine has been completed. | No |  |
| 5/5/16 | Wrote PlayGame subroutine | I used Python IDLE to start on the main subroutine utilised by the game. | The third subroutine has been started. | Yes |  |
| 7/5/16 | Wrote PlayGame subroutine | I worked on the main subroutine using Python IDLE. I have realised several functions should be written to alternate subroutines instead of included in this subroutine. | The third subroutine has been worked on. | Yes |  |
| 12/5/16 | Wrote GenerateGuessResult subroutine | After realising it would be difficult to generate the result from a guess inside of the PlayGame subroutine, I decided to create a subroutine to handle the guess result calculations. Also, the algorithm previously written was slightly incorrect with values, so I rewrote the algorithm to ensure accurate guess results. | This new subroutine has been devised and completed. | No |  |
| 14/5/16 | Wrote PlayGame subroutine | I worked more on the PlayGame subroutine, attempting to include the previously written GenerateGuessResult subroutine. | The GenerateGuessResult subroutine is now included in the PlayGame subroutine. | Yes |  |
| 15/5/16 | Wrote ShowEndgame subroutine | I decided it would be more effective in keeping more maintainable code to have the end game screens be calculated in a separate subroutine, so I devised and wrote the ShowEndgame subroutine. I fleshed out the algorithm for the end screen and created options to play again. | The ShowEndgame subroutine has been written. | No |  |
| 16/5/16 | Wrote PlayGame subroutine | I worked more on the PlayGame subroutine, including the ShowEndgame subroutine. I also devised two more subroutines: ClearScreen – to clear the command line interface and Quit – to quit the program. | The PlayGame subroutine has been worked on. The ClearScreen and Quit subroutines have been written. | Yes |  |
| 18/5/16 | Wrote PlayGame subroutine | I finished the PlayGame subroutine. | The PlayGame subroutine has been written. | Yes |  |
| 20/5/16 | Finished program | I tested each subroutine, then the data between each module and finally tested the whole program to make sure it works. Some small adjustments were made on for loops with incorrect counts. I also slightly altered aspects of the interface. | The program has been completed. | Yes |  |
| 21/5/16 | Added three levels of difficulties | I began working on the extension activities. I selected the difficulties challenge, and began working on the implementation into my program. | The difficulties selection has been started. | Yes |  |
| 23/5/16 | Added three levels of difficulties | I worked more on the difficulties into the program. | The difficulties selection has almost been finished. | Yes |  |
| 24/5/16 | Added three levels of difficulties | I finished adding a difficulty selection into the program. | The difficulties selection has been finished and implemented. | No |  |
| 25/5/16 | Added interesting feedback during game over | I selected the extension activity of adding interesting feedback during game over. I have decided to display whether the user has won or lost and the number of turns taken during game over. | The interesting feedback has been started. | Yes |  |
| 27/5/16 | Added interesting feedback during game over | I finished the interesting feedback during game over and rigorously tested it. It was difficult getting the interface to work with the user’s inputted name. | The interesting feedback has been finished. | No |  |
| 28/5/16 | Added ASCII art | I decided to add ASCII art to the program. I have begun to plan the ASCII art to add. | The ASCII art has been started. | Yes |  |
| 29/5/16 | Added ASCII art | I finished adding a splash screen logo and started working on a border around the program’s various stages. | I worked on the ASCII art. | Yes |  |
| 29/5/16 | Added ASCII art | I finished all ASCII art to be added to the program. | I finished the ASCII art. | No |  |
| 31/5/16 | Worked on Desk Check | I began testing all guesses for my desk check. I have decided to test each possibility with three repetitions. | I have started on the desk check. | Yes |  |
| 1/6/16 | Worked on Desk Check | I have worked more on my desk check. | I have continued my desk check. | Yes |  |
| 3/6/16 | Worked on Desk Check | I have finished my desk check. | I have finished my desk check. | No |  |
| 4/6/16 | Fixed PlayGame algorithm | I realised that my inputs only allowed the exact format of x x x x, with spaces between each colour acronym, so I changed the subroutine to allow for inputs of any number of spaces between each input acronym. | I have fixed the PlayGame algorithm. | No |  |
| 6/6/16 | Wrote User Manual | I began to write the user manual for Mastermind, utilising screen dumps for each section. | I have started the user manual. | Yes |  |
| 7/6/16 | Wrote User Manual | I finished the user manual for Mastermind. | I finished the user manual. | No |  |
| 10/6/16 | Editing | I went through each line of code, ensuring functionality and checked my user manual for typos. | I have edited all progress up to this point. | No |  |
| 11/6/16 | Created box packaging | I began designing the logo to be used on the box art, opting for a minimalistic black design to suit contemporary video game box art style. The logo is “Can you guess the code?”. | I have begun designing the box art. | Yes |  |
| 12/6/16 | Created box packaging | I have finished the box art and printed it out onto a jewel case. | I have finished the box art. | No |  |
| 13/6/16 | Printed documentation and created CD | I have printed all required documentation for the planning and wrote to the disc for the game to be submitted. | The entire task is finished. | No |  |