Criterion B: Record of Tasks

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| Task Number | Planned Action | Planned Outcome | Time Estimate | Target Completion date | Criterion |
| 1 | Decide on overall project | Observed and spoke with friends in school about their thoughts on multiple different classes and work. Decided on the product that I wanted to create and completed the project proposal. | 1 Week | 9/ 25 | A |
| 2 | Discussion with CS teacher on proposal | Teacher agreed to the project but asked for  details on third party. Need to give more details on the  proposal form. Put my cousin down as third party. | 1 hour | 10/04 | A |
| 3 | Plan and create schedule of tasks | Defined outline of basic dates and tasks to complete. Detailed tasks to complete regarding the app and follow the timings listed | 2 hour | 10/12 | A |
| 4 | Define criteria for success | Will speak with classmate, Michael Sun, about his needs and ideas relating to the project. First set of success criteria developed. Quite comprehensive but definitely much to be added. | ½ hours | 10/13 | A |
| 5 | Write up Planning | Follow criterion A and create document including scenario, proposal, rationale, and success criteria. Use the correct formatting and submit to teacher for review. | 1 hour | 10/17 | A |
| 6 | Meeting with teacher | Discussed entirety of Criterion A (scenario, project proposal, rationale, and success criterion) with teacher and received advice / suggestions regarding content.Revised proposal and rationale to allow for the creation of a better product that addresses important needs more accurately. | 1 hour | 12/2 | A |
| 7 | Solution to be  discussed | Python decided as language used and basic design sketched out. Need to specify details regarding data storage and general requirements of back end of the app. | 2 hours | 12/3 | A |
| 8 | Follow teacher advice and revise | According to teacher’s suggestions, revise rationale and many details regarding the functions and aim of the products. Begin to think about problems regarding the backend. Proposal makes more sense and fits more with students’ needs. | 2 hours | 12/ 05 |  |
| 9 | Draw UML  diagrams and flowcharts of product design | Flowchart of the program process and UML diagrams are drawn. Flowcharts and diagrams used to better analyze the prospective design  . | 5 hours | 12/23 | B |
| 10 | Create plan for product creation | Plan is set and scheduled | 2 hours | 1/03 |  |
| 11 | Begin to code basic functions /interface | Create a working GUI with the needed tabs and also the correct buttons. Notecard section created, still need to code Jeopardy game interface | 6 hours | 1/09 | C |
| 12 | Code the objects and methods (backend) of the program and finish up | Methods and objects coded and correspond to the correct buttons/ inputs on the interface | 10 hours | 2/2 4 | C |
| 13 | Test various functions of the program myself, and also give to Michael Sun for testing | Program is finished, so I will test all the functions with different inputs myself, then send to Michael Sun for testing and feedback | 3 hours | 3/12 | C, D, E |
| 14 | Improve Solution and finalize it | Based on Michael’s Feedback, then improve the program and finalize the product then. Made notecard creation more clear and easy to use for Michael and the other user | 3 hour | 3/23 | C, E |
| 15 | Create video of the product demonstration | Video is recorded of the functions of program finalized | 1 hours | 3/29 | D, |
| 16 | Evaluate and reflect on the entire development process | Reflect on the process and product, as well as think of any possible improvements for future | 2 hours | 4/12 | E |