Criterion B: Record of tasks

Task number	Planned action	Planned outcome	Time estimated	Target completion date	Criterion
1	Decide on end user and why they would be appropriate.	End user decided would be sister as she already plays the game.	1.5	DD MM	A
2	Look at games with similar code in order to help when first coding Nine Men's Morris.	Decided that Noughts & Crosses was most similar to Nine Men's Morris in terms of coding and started to write user requirements down.	1.5	DD MM	A
3	Which is the most suitable language and programme to write in for Nine	I decided Scratch was the most suitable programme to write Nine Men's Morris in, alongside my	1.5h	DD MM	A
4	Begin programming Noughts & Cross in Scratch.	Designed the interface and looked at different aspects of the code I could use in the final game.	1.5h	DD MM	A
5	Continue with Noughts & Crosses programming.	Created the sprites and assigned the code saying what would happen when they're clicked on.	1.5h	DD MM	A
6	Continue with Noughts & Crosses programming.	Detected which moves are valid such as whether it's noughts or crosses turn.	1.5h	DD MM	A
7	Continue with Noughts & Crosses Programming.	Continued with detecting which places have been clicked on and then placing a nought or a cross on the place dependent on whose turn it is.	1.5h	DD MM	A
8	Continue with Noughts & Crosses programming.	Managed to programme Scratch so it detected when there was a three in a row and therefore said the winner.	1.5h	DD MM	A
9	Begin planning Nine Men's Morris.	Identified similarities between Noughts & Crosses in terms of Ainteractions and valid	1.5h	DD MM	A

		moves.			
10	Continue with planning of Nine Men's Morris.	Wrote out on paper the initial requirements of the game and designed algorithms for certain aspects of the game.	1.5h	DD MM	A
11	Start creating Nine Men's Morris.	Made Nine Men's Morris interface in Scratch.	1.5h	DD MM	B
12	Create Nine Men's Morris.	Used code from Noughts & Crosses as a prompt for coding and detecting a three-in-a-row in Nine Men's Morris.	1.5h	DD MM	B
13	Continue creating Nine Men's Morris.	From detecting a three-in-a-row, programmed how this three-in-a-row would be valid and if so, have the interface display that the team who has the three-in-a-row can take a Man from the opposition.	1.5h	DD MM	B
14	Continue creating Nine Men's Morris.	Made the list of variables.	1.5h	DD MM	B
15	Finish Nine Men's Morris	Have the sprites detect the state of each sprite. Once canMove = 1, players can now move their pieces. Created alternate turns and the remaining variable.	1.5h	DD MM	C
16	Finish Nine Men's Morris	Finished programming the game. Made it possible to take a piece, however players must press the three-in-a-row button to do so.	1.5h	DD MM	C
17	Wrote up the design	Wrote up the design including screenshots.	1.5h	DD MM	B
18	Wrote development	Wrote up the development with the video in mind.	1.5h	DD MM	C
19cc	Wrote the evaluation	Found out the clients opinion on the game and incorporated it into the evaluation.	1.5h	DD MM	E
20	Video	Made video of how the game works and recorded the audio to explain so.	1.5h	DD MM	D