Criterion B: Record of tasks

Date	Action	Details	Comments / Follow up	Date Completed	Criterion
August 2010	Decide on project	Played Mancala many times with my cousin on a board my aunt brought back from Uganda.	Decided on the project I wanted to do and completed my project proposal form.	31/08	A
Sept 2010	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.	2/09	A
Sept 2010	Meeting with teacher	Discussed t suitable software with teacher.	Cousin accepted as testing user for comments but teacher will act as third party. Need to research software.	9/09.	A
Sept 2010	Solution to be discussed	Scratch decided as software and basic design sketched out.	Need to specify the objects and methods to be used. Completed deadline	10/09	A
Sept 2010	Draw up schedule	Basic dates and tasks to be defined	Following rows set out and timings considered.	13/09	A
Sept 2010	Define criteria for success	Will speak with my cousin and ask whet he thinks are the needs.	First set developed but may find more during the design. Cousin not very helpful. Wants it to look nice and to work.	14/09	A
	Write up planning	Follow criterion A for planning document	Need to use the right form and fill in the paragraphs to get the highest grade. Give in to teacher next Monday.	18/09	A
Oct 2010	Complete interface design	Set out board and pots and define how seeds will look and change.	Decided to use costumes for the pots so that every time a seed is moved the pot shows how many it contains. Start with 4 each and could have 0 – 10 at any time	25/09	B
Oct	Complete	Pot needs to respond to	Decided to use a	09/10	B

2010	algorithmic design	empty and receive seeds at the right time. Computer must calculate best move Decide when game ended.	sprite that moves from pot to pot and the seeds are moved. Pot changes costume when the sprite is over the pot.		
	Start to code objects	Pots and sprite first and then the stage which will hold the scores.	Took ages – much harder than I expected.	22/10	B, C
	Product developed	Test as it is produced and copy pots each time I think they work.	Problems. The pots need more costumes and the sprite does not always land on pot.	24/11	C
	Solution tested by cousin	Cousin to play as many times as possible.	Sometimes the computer choice was not the best. Cousin liked it but wanted a few colour changes. He still lost a lot of times.	26/11	C, D
	Solution improved	From suggestions given.	Found that pot scores was not clearing to zero and so scores were not right. Corrected that and made it a bit better visually.	30/11	C, D
	Solution given to teacher	Back-up testing after my cousin	This was later than intended due to the problems I had.	02/12	D
	Feedback from teacher	This is essential as my cousin is not the most reliable of judges.	Acting as third party I had good comeback and was advised to leave it with some ideas for the future.	05/12	D, E
	Ideas for further improvements and possible extensions	Once the program is working and acceptable visually the feedback from teacher and cousin can help me to see further improvements and extensions.	Running a bit late but I managed to get this written up, together with the product write up before the vacation.	15/12	E

Record of tasks is comprehensive