

Candidate Code: kly215

Criterion B: Record of Tasks

Task Number	Planned Action	Planned Outcome	Estimated Time	Target Completion Date	Criterion
1	Brainstorm possible clients	Come up with several potential clients to later meet with them.	3 days	18/11/2022	A
2	Meet with the client	Discover if the client has a new project or a need to develop.	1 day	19/11/2022	A
3	Meet with Computer Science teacher (advisor)	Propose the project(s) the client wants to the advisor to decide on a project that holds an appropriate outcome and level of complexity for the IA (The project was confirmed to be a cashless walk-in software for my workplace.)	1 day	21/11/2022	A
4	Plan how the project will accomplish its purpose	Sketch different features and how they will be interacting with each other to reach the intended outcome.	3 days	25/11/2022	B
5	Outline the code	Translate features into classes (attributes and methods) and devise the different relationships between these classes necessary for their function.	5 days	30/11/2022	B
6	Write raw code of the classes (without GUIs)	Implement the notion of play cards, cash registers, and different storage techniques that will be the roots of the play card system.	2 weeks	15/12/2022	C
7	Learn how to use GUIs	Lean to online resources to learn how to use GUIs for the project.	3 days	18/12/2022	C

8	Brainstorm and develop the interfaces	Sketch the GUI and create it without backend code. Preview it to pinpoint and adapt to opportunities and shortcomings in accessibility and user-friendliness.	5 days	23/12/2022	C
9	Write the backend code for the GUIs	To provide it with functionality	3 weeks	13/12/2022	C
10	Link raw code with the GUIs.	The GUIs will allow the user to input information for the functioning of the play cards and cash registers.	1 week	20/1/2023	C
11	Write storage methods	These methods permanently store into a text file the identification information specific to each play card from another along with their balances.	1 week	27/1/2023	C
12	Model the project in diagrams	Construct UML class diagrams, flowcharts, and call graphs.	3 days	30/1/2023	B
13	Explain the code	Write criterion C	3 days	2/1/2023	C
14	Test the project	First the candidate tests if the project functions properly. Then, a second round of testing happens with the client in order to gather their feedback for criterion E.	1 week	9/2/2023	E
15	Record demonstration video	For criterion D	1 days	10/2/2023	D
16	Proofread	-	1 day	11/2/2023	A, B, C, D, E