Milestone 1 Report

According to the plan, I had to finish implementing the overall UI and the five menus. This has been done and ready to use for evaluation of the user's choices, which is going to be done for the next milestone.

From a coding perspective, I have structured the project in a way that is easy to update and tweak. Two major classes are defined for the use of the project:

- **Menu**: This class is responsible for handling the menu systems. There are five instances of this class throughout the project, one for each combination of menu items. This class has the data structure methods for adding menu items, and then adding children to each menu item. This gives the nesting ability to the menus created using this class.
- **MenuItem**: This class handles each individual menu item. It holds the menu item's label and in its display method, show an arrow if this menu item is recognized as having multiple children (non-leaf node) by the Menu object.

One addition to the initial requirement of this project, has been the introduction of a experiment stage machine, which shows the instructions to the user, and guides the user along the five menu combinations to finish the trials. I found this technique to be very useful, especially after using it for assignment three.

The prompt is shown in the upper right corner, and every time the user clicks on the right menu item, it goes to the next prompt in the sequence. The prompts sequence is used as a randomly chosen 50 items from all the possible clickable leaf nodes in the menu.

Note that although the requirement for this milestone has not been to make the menu interactable, it is interactable almost perfectly, except for a few minor issues which will be addressed in the next milestone.