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| DATE | TIME | Duration (min) | PART # | GOAL | COMMENTS |
| 2012-11-25 | 12:30pm | 45 | Whole project | Understanding the assignment and going through possible game candidates | Decided to choose QuidditchMatch-1 for analysis |
| 2012-11-25 | 1:20pm | 60 | 1.1 | Finding positive features about the game | Uncertain whether features were actually positive or not; do this later |
| 2012-11-25 | 2:06pm | 27 | 1.2 | Discussing a negative feature from the game | Starting positions of objects in the game are not defined explicitly. |
| 2012-11-25 | 2:35pm | 20 | 1.3 | Creating a work plan | Three tasks were found. |
| 2012-11-25 | 3:05pm | 5 | 2.1 | Order 3 of Work Plan | Finished by Wesley |
| 2012-11-25 | 3:05pm | 69 | 2.1 | Order 1 of Work Plan | Unfinished, work on it later |
| 2012-12-01 | 10:30am | 10 | 2.1 | Order 1 of Work Plan | Finished |
| 2012-12-01 | 10:45am | 60 | All of Task 2 | Put everything together for Task 2, including pictures of the implementations | Did some photo editing, wrote reasons for difficulty ratings |
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| 2012-12-01 | 11:45am | 60 | All of Task 3 | Finish Task 3 | Made Work log, wrote reflection, and how the project unfolded |

**Short Reflection**

The project overall took more time than it needed over relatively simple implementations. The one thing that was done according to plan was the work orders that the group assigned; they were finished by each of the members in good standing and were sent to the person doing the document for task 1 and task 2. The one thing that I would have done next time would probably become familiar with the programming language I am working with and to ask about the assignment specifications early; there were many problems in each of the Scratch game candidates we had to choose from. This led to me and my partner having difficulty attempting to find positive features that we both agreed on in the Scratch games and how much to improve.

**Work Plan Reflection**

Overall, the project went well; the work orders assigned were finished in due time and the implementations worked when all of them were combined together into the game. The group only met up twice and had contact throughout the week to ensure everything was going according to plan. The only issue that rose was the time used to implement the methods as the group members were not familiar with Scratch.