**Record of Tasks**

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| Task Number | Actions | Time it took | Approximate completion date | Criterion |
| 1 | Brainstormed and decided what to do for the project | 3 days | 10/22/2017 | A |
| 2 | Created a visual or mockup of project to get idea of what type of layout is needed | 1 week | 11/3 | B |
| 3 | Created a more or less complete list of all the different methods that will be needed to create the game | 3 days | 1/9/2018 | C |
| 4 | Researched different things and methods that would possibly be needed to make game work | 5 days | 1/22 | D |
| 5 | Began coding and creating all the possible variables as well as creating the maze layout and getting all the images | 3.5 weeks | 1/27 | D |
| 6 | Finished coding all the “draw” methods that bring up the visuals and draw the images, and the introduction screen | 1 week | 2/21 | H |
| 7 | Finished coding all the movement for both the ghosts (trying to make it random) and Pacman | 2 weeks | 2/28 | E |
| 8 | Coded all the paint components as well as the key actions/events | 1 week | 3/14 | G |
| 9 | Figured out and finished coding the “animation” for Pacman opening and closing his mouth | 5 days | 3/19 | E |
| 10. | Bug Testing and finished up final touches of code | 1 week | 3/26 | I |