Criteria B – Record of Tasks

Task No.	Planned Action	Planned Outcome	Estimated Time	Target Completion Date	Criterion
1	Initial discussion with client	Brief overview of program client wants	15 minutes	01/06/17	A
2	Discuss application with advisor	Get feedback on planned task	15 minutes	01/06/17	A
3	Initial client interview (Appendix A)	Understand the details of the task to help make success criteria	30 minutes	03/06/17	A
4	Explore possible platforms application can be made on	Find the most suitable software to make an android application	2 hours	05/06/17	A/B
5	Make success criteria for appearance features	Know exactly what is needed so that the application appears to do what the client wants	30 minutes	05/06/17	A
6	Make success criteria for backend features (i.e. sql database and timers)	Know all the things that are required for the program to perform the tasks it needs to	30 minutes	05/06/17	A
7	Screen design	Ensure the envisioned design is viable and that it works on relatively small phone displays	2 hours	12/06/17	B
8	Share screen designs with client	Get approval from the client that the designs are fine and get a bit of feedback for improvements	30 minutes	13/06/17	B
9	Make a structure diagram	Clear visual representation of the different section that need to be made for this application	15 minutes	15/06/17	B
10	Make UML diagram	Know the essential classes and the functions/variables in the classes so that the structure of the program is planned	1-2 hour	18/06/17	B

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11	Make system flowchart	Understand the flow of data throughout the whole program because it helps to find errors/paths in the development phase	1-2 hours	23/06/17	B
12	Write pseudocode for some of the essential functions in the application	Making sure I can do the essential functions before starting java	1 hours	23/06/17	B
13	Make test plan	Know what the areas for error may be in the program and ways to identify bugs during the programming process	1-2 hour	30/06/17	B
14	Develop the screen designs on android studio	Display has correct restraints for object location	5-8 hours	30/07/17	C
15	Add functionality to buttons	Buttons all work without errors and smoothly goes between screens	1 hour	30/07/17	C
16	Make the whiteboard	Have the whiteboard working so that player can draw	8 hours	15/08/17	C
17	Make the properties tab (i.e. colour, thickness, opacity of pen)	The pen needs all the different desired properties	3 hours	17/08/17	C
18	Learn how to connect android app the database	Essential to learn so that multiple devices can play 1 game	4-5 hours	23/08/17	C
19	Learn php	Needed for the database connection	5-6 hours	30/08/17	C
20	Work on encapsulation between java classes	For access to information such as game pin without the chance of changing it	2 hours	30/08/17	C
21	Make files to make a table in mysql database	The host will be able to make a new table for the game it is creating	1 hour	31/08/17	C

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22	Make files to make records and connect to table for the game	The host can enter the game created with username and guests can also enter the game if they have the game pin	1 hour	31/08/17	C
23	Set up all php and java files util the users are in a game at the board	The users will all enter a game, then the teams will split randomly and evenly	4 hours	7/09/17	C
24	Make Board php and java files	should be able to set up the game with the next word, who's drawing and the dice value	8-10 hours	21/09/17	C
25	Make files to send and receive data points for the board across the database	The drawing on 1 device can be seen all the devices connected to the database	10 hours	30/09/17	C
26	Make files to send and receive guesses across the database	The guesses will be able to be seen on all the devices	2 hour	30/09/17	C
27	Make the php files for random game	Players will be able to join a random game	3 hours	7/10/17	C
28	Make java and php files to suggest new words	Players can suggest words and they will be stored in a table on the online database	30 minutes	7/10/17	C
29	Write documentation of some of the methods used	Documentation for criteria C complete	3-4 hours	15/10/17	C
30	Identify aspects for the video	Know what needs to be in the video	15 minutes	31/10/17	D
31	Write basic script	Know which areas of the video need more time than others	15 minutes	31/10/17	D
32	Screen record	Get the video footage to put in	1 hour	3/11/17	D
33	Compile all the video	Complete visual part of the video	1.5 hours	4/11/17	D
34	Voice over on the video	Complete the video	30 minutes	5/11/17	D

Task No.	Planned Action	Planned Outcome	Estimated Time	Target Completion Date	Criterion
35	Do thorough test again of code with test plan	All the results should be as expected and the application can be considered complete	1-2 hours	30/11/17	E/C
36	Document test plan and results	Have the data recorded incase it is needed	1 hour	2/12/17	E
37	Final client interview	Get approval for the program from the client so that the project can be closed	30 minutes	10/12/17	E
38	Get final feedback	Learn about possible future improvements	30 minutes	10/12/17	E
39	Evaluate the product	Critic what was done well and what was done better for future application and learning	1 hour	11/12/17	E
40	Do final documentation for criteria E	Finalise the whole internal assessment	1 hour	11/12/17	E