Criterion B - Record of tasks

Task number	Planned action	Planned outcome	Time estimate	Target completion date	Criterion
1.	Have an email discussion with my client and ask about the desired features and requirements for the product	To be able begin discussing and outlining the necessary features of the program. To be able to prepare the contents of Criterion A	45mins	16th March	A
2.	Discuss the project with my computer science teacher to see whether or not this would be a suitable project	To be able to begin designing the structure of the program and composing my Criterion A document	30mins	19th March	A
3.	Confirm the success criteria with my client by email	To be able to prepare a final list of success criteria for the product	30mins	24th March	A
4.	Discuss and finalise the success criteria with my computer science teacher	To have a final list of success criteria that can be added to my criterion A documentation	15mins	25th March	A
5.	Decide on a proposed solution to the needs of the client. In this case, selecting a programming language to use	Select a programming language to use and compose a rational for the use of the language to be added to my Criterion A documentation	30mins	29th March	A
6.	Format and put together a first draft of my Criterion A documentation	Have a clear view of the requirements of the product for my client and how I will approach creating it	45mins	30th March	A
7.	As the program will be including a GUI; Create	To have a visual representation of how	1hour 30mins	18th April	B

	sketches of the how the user interface should look	the user interface should look like to be able to plan how to implement the functionality of the program			
8.	Create flow charts to illustrate basic processes and user interaction with the program	To be able to better understand how the program will work and to be able to start planning how specific functionality of the program could be programmed	1hour 30mins	25th April	B
9.	Create a document for Criterion B and start the design ideas and charts that I have already produced	To have a start to a first draft of criterion B and understand what needs to be planned out before I proceed to create the application	45hour	26th April	B
10.	Create a test plan for the program, establishing the correct behaviour of the program to specific inputs	Have a complete test plan for testing the program once it is completed to see whether it performs as expected	45mins	12th May	B
11.	Write pseudo code for the most important functionality of the program – Users interacting with pieces on the board	Have an understanding of how I will approach programming the fundamental functionality and to recognize what aspects need to be considered	1hour 30mins	16th May	B
12.	Format and complete the first draft of my criterion B documentation	Have a good understand of the design and the functionality of the application to be able to start planning the code, components, and libraries to be used in the project	1hour	17th May	B

13.	Start a new Java project in my IDE and creating the user interface; A Class for the Menu screen and another for the game application window.	Have both application windows with all intended components implemented and ready in order to add and test functionality of the program easily	4 hours	24th May	C
14.	Creating a class for the Piece object. Adding a means to store the position of pieces on the board; Creating the Position class and the BoardLayout class. Code an algorithm to create a new set of pieces for each player and put them in their starting positions on the board	The program will be ready to display chess pieces on the board in the game application window. The ability to store the location of pieces on the board is in place, thus I can now program the functionality to interact and move with these pieces	8hours	30th-31St May	C
15.	Turn the Colour variable into an enumeration	More functional and easier interaction with the colour variable	30mins	3rd June	C
16.	Creating a codding the BoardLayoutManager class which controls the movement of pieces of the board (Not yet implementing movement rules). Storing all moves on a stack and adding functionality to the undo button. Programming player interaction with pieces in the Board class	When a piece is clicked on the board, the following click is the position to which the piece will be moved to. All moves are added to a stack. When the undo button is now clicked, the previous move should be removed from the top of the stack and apply the changes to the application window	6hours	6th-7th June	C
17.	Programming the rules of movement for each piece class – isValidMove() method	Pieces will only be able to move to positions equal to those in real chess	3hours	11th-12th June	C
18.	Improve the Board	Simpler comprehension	2hours	12th June	C

	Class, moving more of its functionality to the BoardlayoutManger and UI class to make cleaner and more efficient code	of code and its function, pieces of code are moved to separate functions. Easier implementation of features	15mins		
19.	Add more functionality to the boardLayout class. Instead of just holding a 2D array of pieces, the class will have additional function for simpler interaction with the data object and less repletion in code	Have an object that is more informative. Methods such as peiceAt(Position) will simply return the Piece at that location. Easier comprehension of functionality and cleaner code.	1hour 30mins	14th June	C
20.	Add check and checkmate detection to the BoardLayoutManger class	This object will now be able to detect whether a check or checkmate has occurred	4hours	21st June	C
21.	Add turn functionality to the program so that player turns alternate	Now the movement of the pieces will resemble a game of chess between two people	30mins	22nd June	C
22.	Improve the chess game window to show possible move, invalid selections etc.	The GUI will now be more interactive and informative, also fulfilling one of my success criteria	1hour 30mins	27th June	C
23.	Add save and load (Of the state of the game) functionality to the game and add this functionality to the buttons on the UI	The game will be able to save its state and resume it later for later play. The saved state of the game can be loaded from the menu screen	2hour 30mins	2nd July	C
24.	Create a UML diagram of all classes in my chess program and how the interact with each other	Have an image of the UML diagram ready to be put in my criterion C documentation	30mins	5th September	C
25.	Create a criterion c document and start	Have the UML diagram, external libraries and	1hour	6th September	C

	adding materials - UML diagram and Source folder description	source folder descriptions in criterion C done			
26.	Add a list of complexities to my criterion C documentation. With each one, describe how it benefited the program and myself, along with examples of code. Add sources that were used in the project	Complete my criterion C documentation displaying the structure of classes in the program and how I implemented specific complex features in the program. Contains a list of sources at the end that helped me.	6hours	13th September	C
27.	Use the test plan in Criterion B to test the functionality of the program.	The program has now been tested and everything works as expected	45mins	15th September	B
28.	Send the finished product to my client so he is able to use and test the final form of the application	Let my client use the program. Let him evaluate it and provide feedback on how it could have been better and how to improve it	30mins	8th October	E
29.	Contact my client by sending an email and ask for feedback as well as an evaluation for the product, based on his experience using it	Have feedback ready for from the client about what was experience using and how the program could have been improved	15hour	10th October	E
30.	Create and write criterion E, including the fulfilment of success criteria, potential improvements and client feedback	Have criterion E ready completed and ready, including all of its components.	1hour	17-18th October	E
31.	Create a video for criterion D displaying the full functionality of the program and how it fulfils my success criteria	Have a completed video for criterion D showcasing the functionality of the product.	2hours	29th November	D