Criterion B: Record of tasks

Task number	Planned action	Planned outcome	Time estimated	Target completion date	Criterion
1	Preliminary meeting with client	Discuss the functions that the program should accomplish	15 minutes	9/14/22	Appendix & A
2	Create a mock design of the general program	Able to showcase how the program looks and a basic idea on what it can accomplish	1 hour	9/21/22	A
3	Meet with client to discuss the mock design	Discuss changes on how to make the program more user friendly and create specific success criteria for the program	30 minutes	9/24/22	A
4	Create a skeleton of the program	Further outlines the program's interface and its features. Thoroughly break down what each feature can accomplish with the client.	3 hours	10/5/22	B
5	Develop a testing strategy	Create a complete success criterion that ensures the program can produce the expected outputs given inputs	2 hours	10/7/22	A&B
6	Plan and design the GUI.	All windows should be created with every element in the correct place	2 hours	10/10/22	C
7	Create the Questions and Test classes	Both classes should be able to store all information regarding to the imported data	2 Hours	10/13/22	C
8	Create a skeleton of the MainMenu class	The skeleton should be able to show what methods needs to be implemented	1 hour	10/14/22	C

9	Create the ImportMenu class	Import Menu should extend MainMenu, and would be able to pass information about the data that needs to be imported to the parent class	1 hour	10/15/22	C
10	Implement the import functionality of the Main class	Able to convert pdf to text and stores questions in the specified classes.	6 hours	10/19/22	C
11	Create the QuizMenu class	The class will have the functionality defined in the client meetings	4 hours	10/24/22	C
12	Connect all the windows	User will be able to access all windows of the program through buttons	1.5 hours	10/25/22	C
13	Implement the export method of the MainMenu class	User should be able to export a test to a .xlsx format	2 hours	10/27/22	C
14	Implement the save method in the Main class for saving data in the program	Should be able to write to a file the data from imported tests and save statistics about the user's use of the program	4 hours	10/31/22	C
15	2nd consultation with client	Update client on the development of the program and receive feedback to improve it.	30 minutes	11/2/22	C
16	Create and integrate error messages	Code is modified to display error message if user makes a mistake	2 hours	11/3/22	C
17	Refactor the code	The code should be condensed into methods for repetitive actions. It should be the most efficient data-wise	4 hours	11/7/22	C

18	Ensure the program meets all success criterion	The program should be error-proof and meet all of the client's specifications	2 hours	11/8/22	C
19	Record the product video	Product video completed with detailed explanation of program functionality.	45 minutes	11/8/22	D
20	Send finished product to client	Client uses the program and distributes it to the Academic Decathlon team.	10 minutes	11/8/22	E & Appendix
21	Reflect on final program and client feedback	Review areas for improvement. Begin planning to update program	30 minutes	11/9/22	E & Appendix