

Criterion B: Record of tasks

Task number	Planned action	Planned outcome	Time estimated	Target completion date	Criterion
1	Thinking About Problem	Problem is chosen with well defined client/advisor	1 Week		A
2	Discussion with CS teacher about my proposal	Chosen problem with appropriate difficulty, approved by teacher	1 Week		A
3	Interview with Client	Clear description of client's requirements	2 Days		A
4	Planning proposed solution	A Java GUI program design is chosen to be the proposed solution	1 Week		A
5	Define success criteria, check with client, finish criterion A	Clearly identified success criteria while consulting with client	1 Week		A
6	Make schedule of product development	Created project development schedule in agreement with advisor	1 Week		A
7	Complete UI first draft design, check with client for feedback	Diagrammatic interface is produced and approved by client	2 Weeks		B
8	Draw flowchart to analyze algorithmic design of product	Process flow chart is completed	1 Week		B
9	Draw UML diagrams to analyze inheritance structure	UML diagrams are completed diagrammatically	1 Week		B

10	Create test plan for product	Test plan is created	1 Week		B
11	Begin to code interface	Completed basic main interface (not interface for when adding new NPCs) with default NPC values created	2 Weeks		C
12	Code interface for adding new NPC values and modifying existing NPC values, along with error check popups	Program is completed	3 Weeks		C
13	Self test solutions, checking for all possible errors with the test plan	Program works correctly - if any errors are found, they are corrected	1 Week		C, D
14	Present created program to client	Software is tested and recommendations on improvements are received	1 Week		C, E
15	Program is improved, final testing completed	Software is given to client for regular use	1 Week		C, E
16	Create video showcasing program functions	Video is developed	1 Week		D, E
17	Evaluate final product, think about future improvements	Ideas for possible improvements and extensions	1 Week		E