RECORD OF TASKS

Task Number	Planned Designction	Planned Outcome	Time Estimated	Target Completion Date	Criterion
1st Task	Choosing the right and appropriate topic and finding the client.	Choosing a topic with a client which seems realistic and challenging at the same time	2 weeks	30th March 2021	Design
2nd Task	Having first interview with the client	Having first meeting and having the client talk about the problem/situation	1 day	2nd Designpril 2021	Design
3d Task	Transcript of first interview and complete first part of criterion Design	Having my appendix created and complete first	5 days	28th April 2021	Design
4th Task	Second interview with client and write the transcript of the interview	Explain solution and come to a consensus about success criteria	1 day	30th April 2021	Design
5th Task	Second part of criterion Design and complete success criteria	Fill out the second part of the criterion Design and finishing the draft of the success criteria	4 days	2nd May 2021	Design
6th Task	Starting the Record Of Tasks (ROT)	Filling everything I have done and getting up to date with the	1 day	2nd May 2021	Research

		ROT			
7th Task	Flow Chart	Creating the main flowchart demonstrating all functions which will be used in the challenge	3 Days	4th May 2021	Research
8th Task	Sketches	Sketch what the main and the 2d panel will look like and scan it	1 day	6th May 2021	Research
9th Task	PhotoShop different Icons	Photoshop necessary objects for the 2D Panel. (Rover Landing parts, Nasa logo, Perseverance 2020 landing logo.)	1 day	6th May 2021	Research
10th Task	Digital Designs	Create the digital designs and make a detailed annotation of choices made	2 days	11th May 2021	Research
12th Task	UML Diagrams	Create the UML diagrams for the different classes of the project: Perseverance, Terrain, Controller.	4 days	18th of June 2021	Research
11th Task	Screen Builder	Create one of the screens on ScreenBuilder	3 days	15th September 2021	Research
13th Task	Flow Chart	Create a flowchart for the different functions	3days	23d September 2021	Research

14th Task	Test Table	Create test tables that checks every thing in the success criteria	5 days	25th September 2021	Research
15th Task	Code Perseverance Class	Code the perseverance class including all the landing stages functions referred to in the UML diagrams	2 weeks	28th of October 2021	Development
16th Task	Code Terrain Class	Code the landing terrain class including all functions mentioned in the UML diagram	1 week	31st of October 2021	Development
17th Task	Connect Screen Builder to Project	Connect both Perseverance class and terrain class to screen builder	1 week	10th of November 2021	Development
20th Task	Code Controller Class	Code the control class	2 weeks	24th Of November 2021	Development
21st Task	Modify Screen Builder	Modify the layout of the GUI	5 days	30th Of November 2021	Development
22nd Task	Modify Controller Class	Add windlines to the GUI	2 weeks	10th Of December 2021	Development
23d Task	Clean Up Code	Comment the code and make it easy to read and understand	3 days	13th Of December 2021	Development
24th Task	Start developing Criterion C	Write down 7 show off skills used in code	2 days	15th of December 2021	Development

25th Task	Writing Criterion C	Write 7 skills	1 week	10th of January 2022	Development
26th Task	Turn In Draft Of Criterion C	Turn in draft and finalize	1 day	20th of January 2022	Development
28th Task	Start Developing Criterion D	Make sure all code is commented and include it in the appendix	3 days	25th of January 2022	Testing
29th Task	Run the test session	Run a test session with the student of the client and gain feedback on the application	1 week	15th of February 2022	Testing
30th Task	Have final interview with client	Have the final interview with the client and get some final feedback of my project	3 days	28th of February 2022	Evaluation