Criterion B: Record of Tasks

Task number	Planned action	Planned outocme	Time estimated	Target completion date	Criterion
1	Initial discussion with computer science teacher	Get my idea approved by advisor	1/2 hour	12/01/18	A
2	Primary interview with client	Establish initial problem and begin proposing potential solutions	1/2 hour	12/02/18	A
3	Secondary interview with client	Finalize solution and criteria for success	1 hour	12/05/18	A
4	Finalize UI app design	User interface sketches finalized and program logic	3 hours	12/07/18	B
5	Design game sprites	Find copyright free sprites to use in game	1/2 hour	12/07/18	B
6	Draw flowchart that describes the use of app	Finish flowchart that describes how user will/can use application, finalize processes of application	1 hour	12/08/18	B/C
7	Begin programming	Create Xcode project environment, begin SpriteKit app, create GitHub repository	1/2 hour	12/09/18	C
8	Create game menu	Menu screen is created and has two buttons for game scenes: Choose Network and Train Network. Title is large and very readable. Sound button in top right corner to allow music to be turned on and off.	2 hours	12/11/18	C
10	Create physics environment	Main character can jump up and willl fall back down on ground	1 hour	12/12/18	C
11	Finish writing game	Enemy sprites restart game on collision, scoring engine counts score properly, and background colors change	5 hours	12/14/18	C
12	Begin researching neural networks	Learn how to develop AI in game	3 hours	12/15/18	C
13	Incorporate AI in game	Implement basic neural network in game	2 hours	12/18/18	C
14	Create mechanism for neural network to be trained to play game	Neural network can successfully be trained to play game and copies the user's game play style	10 hours	12/20/18	C
15	Create mechanism to allow users to save their specific neural networks	Users can play the game and save their specific neural network they trained with their game play	4 hours	01/03/19	C
16	Finish program, finalize testing	Ensure product runs smoothy, doesn't crash, and is documented	2 hours	01/04/19	C/D
17	Meet with client	Finalize project, ensure client is pleased with product. Note potential suggestions for how to improve solution in the future.	1 hour	01/06/19	A/D/E
18	Record video to show how program works	Video is recorded successfully and is concise	1/2 hour	01/07/19	D
19	Reflect on success of solution	Finish evaluations in order to evaluate how successful product was in meeting criteria for success. Write recommendations on how to further improve product in the future.	2 hours	01/10/19	A/D/E
20	Open source code on GitHub	Make repository with code open sourced on GitHub.com so others can view code and critique it	1/2 hours	01/15/19	E