Record of Tasks

Number	Planned Task	Planned Outcome	Criteria	Estimated Time	Target completion date
1	First Interview with Client	Define issue and formulate expectations for the program	A: Planning	10 minutes	12/12/2021
2	Defining the problem	Outline the issue the product will aim to solve.	A: Planning	20 minutes	13/12/2021
3	Justification of Product and Language	Substantiate the choice of language and the type of product (e.g. application/website) to solve the problem.	A: Planning	35 minutes	13/12/2021
4	Success Criteria	List the requirements the product must meet to solve the problem.	A: Planning	10 minutes	13/12/2021
5	System Overview	Show the relation between all data, data structures and classes in the program.	B: Design & ROT	1 hour	07/01/2022
6	GUI Blueprints	Outline the planned design of the user interfaces the user will interact with.	B: Design & ROT	1 hour	10/01/2022
7	Table of Classes	List all the classes involved in the application and their respective purposes.	B: Design & ROT	40 minutes	19/01/2022
8	Table of Methods	List all the methods involved in the application, their purpose and their attributes (variables).	B: Design & RO	40 minutes	19/01/2022

9	UML Diagrams	Create UML diagrams showing the behaviours and attributes (methods and variables) that will be in each class.	B: Design & ROT	1 hour	20/01/2022
10	Justification of Data Structures	Explain why the data structures chosen to hold the data involved in the program are the most suitable and appropriate for that data set.	B: Design & ROT	15 minutes	22/01/2022
11	Login Validation Algorithm Flowchart	Plan how this algorithm will validate usernames and passwords.	B: Design & ROT	10 minutes	22/01/2022
12	Signup Username Verification Algorithm Flowchart	Plan how this algorithm will check that usernames are not duplicated.	B: Design & ROT	10 minutes	22/01/2022
13	addRowToJTable() method Pseudocode	Plan how this method will extract fuel usage data and add it to a table the user can view.	B: Design & ROT	15 minutes	22/01/2022
14	addVehicleButton() method Flowchart	Outline how this method will display the user's vehicles in the ViewVehicles GUI	B: Design & ROT	20 minutes	22/01/2022
15	findVehicle() method Pseudocode	Plan how this method will search for user's vehicles in the vehicles data structure.	B: Design & ROT	10 minutes	22/01/2022
16	findCostsPerYear() method Pseudocode	Plan how this method will collate and act on the user's fuel consumption data.	B: Design & ROT	20 minutes	22/01/2022
17	Second Interview with Client	Confirm planning for application meets client's requirements.	B: Design & ROT	15 minutes	24/01/2022

18	Test Plan	Outline how it will be determined if the success criteria have been met.	B: Design & ROT	10 minutes	25/01/2022
19	Draft Submitted		A & B		09/02/2022
20	Create jFrames for all necessary GUIs including: - AddEntry - AddVehicle - EditEntry - EditProfile - EditVehicle - HomePage - Login - Signup - ViewEntries - ViewFuelCost - ViewFuelTypes - ViewTimelyUsage - ViewVehicles	Create jFrames based on the GUI blueprints using NetBeans palette features	C Development	3 hours	06/03/2022
21	Create all encapsulation classes in the View Package including: - Amounts - CostsPerYear	Using UMLs, justification of classes and data structures, create encapsulation classes for all data structures with the necessary variables.	C Development	1 hour	09/03/2022

	- FuelConsumption - Users - Vehicles				
22	Login and related methods	Code the Login GUI and all the methods it will call.	C Development	35 minutes	10/03/2022
23	Signup and related methods	Code the Signup GUI and all the methods it will call	C Development	35 minutes	10/03/2022
24	EditProfile class and related methods	Code the EditProfile GUI and all the methods it will call.	C Development	20 minutes	10/03/2022
25	AddEntry class and related methods	Code the AddEntry GUI and all the methods it will call	C Development	30 minutes	10/03/2022
26	EditEntry class and related methods	Code the EditEntry GUI and all the methods it will call	C Development	30 minutes	10/03/2022
27	AddVehicle class and related methods	Code the AddVehicle GUI and all the methods it will call	C Development	30 minutes	10/03/2022
28	EditVehicle class and related methods	Code the EditVehicle GUI and all the methods it will call	C Development	30 minutes	10/03/2022
29	ViewVehicles class and related methods	Code the ViewVehicles GUI and all the methods it will call	C Development	40 minutes	13/03/2022
30	ViewEntries class and related methods	Code the ViewEntries GUI and all the methods it will call	C Development	40 minutes	13/03/2022

31	HomePage class and related methods	Code the HomePage GUI and all the methods it will call	C Development	40 minutes	13/03/2022
32	ViewTimelyUsage class and related methods	Code the ViewTimelyUsage GUI and all the methods it will call. It should display the user's fuel entries in a bar graph.	C Development	1 hour	15/03/2022
33	ViewFuelCost class and related methods	Code the ViewFuelCost GUI and all the methods it will call. It should display the user's expenditure on fuel against time in a bar graph.	C Development	1 hour	16/03/2022
34	ViewFuelTypes class and related methods	Code the ViewFuelTypes GUI and all the methods it will call. It should display the amount of fuel of each type the user uses in a pie chart.	C Development	1 hour	17/03/2022
35	AtlantisFuel class	Move all widely used methods and data structures to this class and adjust the other classes accordingly to call all methods from this class.	C Development	1 hour 30 minutes	23/03/2022
36	Table of Tools and Techniques	Briefly outline all the tools used and the ways they were implemented in the program.	C Development	40 minutes	23/03/2022
37	Structure of the Product	Explain that MVC Package Design will be used to organize the classes within the program and the advantages of this.	C Development	15 minutes	23/03/2022
38	1st Tool/Technique (updated when completed)	Discuss how a specific tool was implemented to satisfy a success criteria.	C Development	30 minutes	25/03/2022

39	2nd Tool/Technique (updated when completed)	Discuss how a specific tool was implemented to satisfy a success criteria.	C Development	30 minutes	25/03/2022
40	3rd Tool/Technique (updated when completed)	Discuss how a specific tool was implemented to satisfy a success criteria.	C Development	30 minutes	25/03/2022
41	Table of Tools/Techniques and Purposes	Explain the purpose of all the tools used within the program.	C Development	45 minutes	03/04/2022
42	Third Interaction with Client	Present project to client and request feedback on whether it has met their requirements or not.	C/E: Implementation	The client will be given the project for 2 weeks prior to the target completion date.	17/04/2022
43	Evaluation	Combine the comments from the client with personal reflection from the programmer and overall discuss the effectiveness of the product.	E: Evaluation	40 minutes	06/05/2022
44	Limitations	Discuss 2-3 limitations of the product where it may have not met the requirements or could have been achieved better.	E: Evaluation	25 minutes	06/05/2022

45	Recommendations	Using the evaluation and client testing feedback, explain 2-3 ways in which the product could be extended or bettered.	E: Evaluation	25 minutes	08/05/2022
46	Draft Submitted		C & E		
47	Implement Criterion C Feedback	Edit any written components	C: Development	4 hours	05/06/2022
48	Implement Criterion E Feedback	Edit any written components	E: Evaluation	2 hours	05/06/2022
49	Screen Record Project Functionality	Show all functionality and possible extensibility.	D: Functionality	1 hour	09/06/2022
50	Record Voice Over for Video	Match Voice over to explain Functionality	D: Functionality	10 minutes	09/06/2022
51	Edit Voice Over and Video	Combine the two and ensure they fit correctly	D: Functionality	20 minutes	10/06/2022