CRITERION B: RECORD OF TASKS

Task number	Planned action	Planned outcome	Time estimate	Target completion date	Criterion
1	Brainstorming	Determine Project	1 week	10/27/2018	A
2	Initial discussion with computer science teacher	Approved idea by teacher	5 days	11/1/2018	A
3	Preliminary interview with client (board game designers)	Get details of the problem	1 week	11/8/18	A
4	Further discuss feasibility and details of project with computer science teacher	Decide on approach and language	5 days	11/13/18	A
5	Design mock up	Mockup of GUI	1 week	11/23/18	B
6	Create flow charts	Basic flowchart completed	1 day	12/11/18	B
7	Code the GUI	Completed GUI without functionality	2 weeks	1/3/19	B/C
8	Develop the logic and functionality, and test along the way to ensure it is working properly.	Completed program	3 weeks	2/1/19	C
9	Test the final product	Ensure that everything is functioning properly	1 week	2/11/19	D
10	Interview with client (board game designers)	Feedback about product and areas of further development.	1 week	2/20/18	A/E
11	Find potential ways to improve the product	Recorded recommendations of how to improve the product in the future	1 week	3/1/19	A/D/E
12	Script and record the video to display the programs functionality	Completed video	3 days	3/10/19	D