## **Criterion B: Record of tasks**

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| Task number | Planned action | | Planned outcome | | | | Time estimated | | Target completion date | | | Criterion |
| 1 | Consider a general field of the project and who can be a client | | Plan for making a game, and ready to find a client | | | | 30min | | Aug. 13. 2019 | | | A |
| 2 | Contact with the client and the advisor | | The client’s problem and demand is identified | | | | 30min | | Aug. 15. 2019 | | | A |
| 3 | Identify possible features that should be included in the product | | Research the technology that would be used for the product and determine the success criteria | | | | 1hour | | Aug. 21.2019 | | | A |
| 4 | Mockups of the pages of the product | | Mockups that shows each item in the products by drawing | | | | 1hour | | Sep. 9. 2019 | | | B |
| 5 | Determine the functionality of the application  Outline the flow of data and algorithm in the product | | Mock-ups of the GUI  System flowchart for the product in general and algorithm flowcharts for some functions  UML showing the relationship between classes and objects  Pseudocode for important methods in the UML | | | | 2hours | | Sep. 9. 2019 | | | B |
| 6 | Plan the test | | A test plan that declares the action, method, and expected outcome of the test | | | | 1hour | | Sep. 7. 2019 | | | B |
| 7 | Programming the algorithm of the game | | An abstract representation of the game. Build the object in the game and the OOP relationship between them. A checking algorithm that can check whether a player wins | | | | 8hour | | Sep. 10. 2019 | | | C |
| 8 | Programming the GUI of the game | | A 3D cube that can be clicked and twisted. Allow the user to interact with the GUI. After clicking a cell, the cell can change its colour. Can switch between scenes. | | | | 9hour | | Nov. 1. 2019 | | | C |
| 9 | Create a database and connect the database with the game | | Allow the user to add records into the database when the application is running. Check whether the username and password in the login page of the GUI match with the database. | | | | 8hour | | Nov. 7. 2019 | | | C |
| 10 | Test the functionality of the application | | Go through the test plan by my self.  Let the client play the game and ask for feedback  Modify the program according to the feedback | | | | 2hours | | Nov. 20. 2019 | | | C |
| 11 | Record the test video | | Go through the test plan and demonstrate each functionality | | | | 1hours | | Dec. 2. 2019 | | | D |
| 12 | The final reflection from the client and supervisor | | Ask the client whether the application solves his problem and user-friendly | | | | 30min | | Dec. 10. 2019 | | | E |
| 13 | Recommendation for further development | | Ask the client for additional functionality he wants to add into the application  Discuss the feasibility of each possible improvements | | | | 30min | | Dec. 10. 2019 | | | E |