

CRITERION B: RECORD OF TASKS

Candidate: N.R		Hours			
Task number	Planned action	Planned outcome	Time estimate	Target completion date	Criterion
1	Initial Discussion with advisor	Ideas approved	0.5h	29.11.15	A
2	Initial Discussion with client, {Client}	Establish an idea of the issue and what {Client} requires in order to solve it	1.5h	07.12.15	A
3	Second discussion with {Client} talking about alternatives and his requirements	Fully understand what he needs to be done and how this can be achieved in a simple way	1.5h	09.12.15	A
4	Create version 1 basic designs for {Client} to look at and get a feel for what I have in mind	Create simple designs that are easy to follow and go along of what {Client} requires	3h	15.12.15	B
5	Show and discuss the version 1 with {Client}	Make him understand the designs and get his approval	1h	19.12.15	B
6	Create version 2 designs (more complicated/ detailed) for {Client} to approve and effectively finish the designs as such	{Client} approves of the positioning of buttons and feels that the program remains simple enough (success criteria)	3h	20.12.15	B
7	Show {Client} version 2 and discuss positioning of buttons and layouts of numpads	{Client} approves everything and is happy with the design	0.25h	28.12.15	B

8	Create Version 3 flowcharts to show user experience	Create easily understandable flowcharts which clearly illustrate both member and user experience	2h	22.12.15	B, C
9	Show flowcharts to {Client} and explain/discuss how the application will 'work'	{Client} approves flowcharts and understands how the user will experience the application	0.5h	02.01.2016	B, C
10	Create sample JavaFX flowcharts for specific problems	Get an idea on how JavaFX scene changes work and how certain buttons created in Version 2 can correctly made	3.5h	27.12.2015	B, C
11	Show {Client} these algorithms and explain in simple terms how they work	He agrees that no logic is missing and that these algorithms work appropriately	0.5h	05.01.2016	C
12	Create FXML Classes and GUI components.	Editable GUI created	6h	10.01.2016	C
13	Show {Client} all FXML Scenes	Receive his approval	0.75h	12.01.2016	C
14	Create Controllers for FXML Scenes	Finish creating controllers and add all @FXML tags to be able to use and edit the objects	1h	10.01.2016	C
15	Create algorithms for calculations in PlayerController class	Finish creating all calculation algorithms and try them using sample data to check their functionality	7h	15.01.2016	C

16	Create CSV files for verification and storage of data	Finish creating the two CSV files and save them for later testing/use.	1h	15.01.2016	C
17	Continuously create getters and setters for all classes	Finish create getters and setters in order to be able to retrieve data from all classes	3h	N/A	C
18	Create DataReader class, which handles all file reading/writing	Successfully create methods within the class that accurately complete the reading/writing functions required	8h	20.01.2016	C
19	Create Calculation Table Scenes	Implement methods from PlayerController that successfully and correctly populate the columns, sum the values and output all values	12h	24.01.2016	C
20	Create Guest input scene and relevant methods	Finish the scene where guests input their handicap and gender.	7h	30.01.2016	C
21	Make Guest input scene communicate with calculation table	Inputs from this scene should initialize calculations, of which the results are used on the calculation page (strokes).	3h	04.02.2016	C
22	Correct/check links/scene changes	Have all buttons go to the correct scenes and perform the correct actions	2h	06.02.2016	C

23	Give application full run through using success criteria and check for errors	Check that everything is working as intended with the test plan	4h	15.02.2016	B, C, E
24	Discussion/presentation with {Client}	Present program to {Client}. Manages to fully use the application to its full extent without any prior knowledge.	3h	17.02.2016	E
25	Tweaks (positioning of labels mainly) made and new presentation.	{Client} is happy with the final product and it is ready to be used. Application completed	3h	18.02.2016	C
26	Video of product made	Finish creating video	4h	19.02.2016	D
26	Final application given to {Client}	{Client} uses the program in his academy with his students	2h	20.02.2016	E
27	Application analysed for future development/expansion	Improvement ways found	3h	22.02.2016	E

N.R