Project Log
Mark Rash

Date	Activity	Time
9/11	Gathered and prepared templates for design documents, strategy, analysis, storyboards, etc. Created & prepped project log	30 min
9/14	Needs Assessment & Goal Statement	1 hour
9/15	Goal Statement & Goal Analysis	2 hours
9/18	Goal Analysis	2 hours
9/20	Instructional Analysis Flowcharts	2 hours
9/22	Instructional Analysis Flowcharts	4 hours
9/27	Instructional Analysis Flowcharts	3 hours
9/28	Learner & Context Analyses Prep section for objectives & assessment items	2 hours
9/29	Write performance objectives	2 hours
10/1	Write performance objectives & assessment items	8 hours
10/2	Instructional Strategy	4 hours
10/3	Instructional Strategy	3 hours
10/4	Multimedia Flowchart	3 hours
10/5	Multimedia Flowchart	1 hour
10/6	Multimedia Flowchart & Storyboards	3 hours
10/7	Storyboards	8 hours
10/8	Designing data structures in Excel Sourcing graphics	2 hours
10/10	Modifying virtual store image Sourcing store images suitable for virtual store project	2 hours
10/10	Researching object boundaries in Flash (for character objects moving in the virtual store) & planning for application in virtual store	2 hours
10/11	Sourcing store images and identifying images usable for the project with little or no manipulation Reviewing tutorial on character boundaries in Flash CS4	4 hours
10/12	Sorting store images Reviewing tutorial on event handling in ActionScript 3.0 (very different from 2.0)	3 hours
10/13	Designing and programming progress bars for the 3 performance metrics	1.5 hours

10/16	Character drawing and animation	2 hours
10/17	Character drawing and animation	5 hours
10/18	Character drawing and animation	3 hours
10/19	Character modification and animation Creating partial transparent layer for elevated objects to give illusion of 3D environment	3 hours
10/21	Programming main game logic	6 hours
10/22	Programming main game logic Adding character features Viewing tutorials on ActionScript 3.0 event handling and object manipulation	8 hours
10/23	Programming character logic Viewing tutorials on ActionScript 3.0 event handling and object manipulation	2 hours
10/27	Developing screen interactions (quiz template) Optimizing main program logic	7 hours
10/29	Refining multimedia elements (score bars) Developing screen interactions (content presentation template, explore & learn template, decision tree template)	3 hours
10/30	Developing screen interactions (explore & learn template) Optimizing main program logic Viewing tutorials on ActionScript 3.0 game state monitoring and event handling	8 hours
10/31	Resolving code issue and adding error handling logic	3 hours
11/1	Developing screen interactions (explore & learn template)	1 hour
11/2	Developing screen interactions (decision tree template) Revamping score bar design & code	2 hours
11/3	Editing store photos Optimizing code	1 hour
11/4	Developing welcome screen	1 hour
11/5	Developing welcome screen Editing store photos Viewing animation and ActionScript 3.0 tutorials online	3 hours
11/6	Developing welcome screen	4 hours

	Writing audio scripts	
11/7	Developing screens 2, 3, 4, 5 Writing audio scripts	9 hours
11/8	Developing screen 5	1 hour
11/9	Developing screens 5 Writing audio scripts	4 hours
11/10	Developing screens 6, 7, 8 Writing audio scripts	5 hours
11/11	Developing screens 6, 7, 8 Writing audio scripts	3 hours
11/12	Discovered issue requiring more global variables and functions than originally expected – recoding to correct Writing audio scripts Adding score bar functionality for raising/lowering learner scores based on performance in the game	5 hours
11/13	Finalizing score bar functionality Writing audio scripts Developing shell for user interface & navigation Reviewing relevant principles (multimedia principle) from *E-Learning and the Science of Instruction*, 2nd ed. By Richard Mayer & Ruth Clark	6 hours
11/14	Making additional functions global due to scope issues in the game logic Developing "store objects" functionality for learner to interact with during the game (similar to character functionality) Adding timers and randomization Reviewing relevant principles (contiguity principle) from *E-Learning and the Science of Instruction*, 2nd ed. By Richard Mayer & Ruth Clark	8 hours
11/15	Developing "store objects" functionality Building learning content scenarios	4.5 hours
11/16	Finalizing "store objects" logic and functionality Troubleshooting issues with event listeners	9 hours

	and index levels Viewing online tutorials and troubleshooting tips for handling depths/index levels in ActionScript 3	
11/17	Continuing development	4 hours
11/18	Continuing development Updating scoring logic & streamlining code	5 hours
11/19	Continuing development Making revisions based on initial review Mapping learning objects to objectives	9 hours
11/20	Revamping program logic due to issues with functionality and navigation Developing learning objects Performing text to speech Adding speech to Flash files and synchronizing animations	16 hours
11/21	Writing reflection paper Requesting evaluation forms	11 hours
11/22	Reviewing evaluation & making revisions Writing evaluation report Continuing development	10 hours
11/23	Finalizing development Uploading files Testing final version Separating published content from source files for uploading to Filebox Creating CD for mailing source files	9 hours

TOTAL TIME SPENT: 243.5 hours