**Person-Hours Estimation**: Multiple team members have had experience creating a minesweeper game in the past, so we used aggregated previous experience and used an analogy-based estimation. With a team of 5, we estimated about 20 person hours, as multiple team members in the group had been able to make a similar project by themselves in about 5-7 hours.

**Actual Person-Hours:**

| Adam Berry | Barrett Brown | Jonathan Gott | Alex Phibbs | Minh Vu |
|---|---|---|---|---|
| 9/11/2025: Created basic dependencies and the grid foundation; 1 hour | 9/2/2025: Created main file and had initial commit; 1 hour | 9/16/2025: Worked on revealing squares functions on click; 3 hours | 9/16/2025: Started click handling functions; 2 hours | 9/17/2025: Created the initial function for generating mines; 3 hours |
| 9/13/2025: Added outlines for all the essential files and made a basic gui.; 2 hours | 9/11/2025: Created basic dependencies and the grid foundation; 1 hour | 9/21/2025: Added fixes for bugs on his function: 2 hours | 9/21/2025: Fixed some bugs in the code; 4 hours | 9/20/2025: Started some documentation stuff (commenting, overviews, etc.); 2 hours |
| 9/21/2025: Fixing bugs that were breaking the game: 3 hours | 9/21/2025: Worked on uncovering bugs and making cells: 5 hours | | | 9/21/2025: Helped to fix some bugs; 1 hour |