

Project 1 Statistics -

- Lines of Code : 1343
- Total Person Hours : 88
- 3 main files

This was around 15 lines of committed code per hour.

The project 1 we inherited Statistics

- 700 lines of code (makefile included)
- Total Person Hours : 49.5
- 6 files

This was around 14 lines of committed code per hour.

If we assume that there will be an addition of AI that requires 2 more files, totalling around 400 lines of code, and then a rework of the game to include a special shot, totalling around 100 lines of code, we can assume that the total lines of code added will be 500 lines. Lets assume that the total lines of code that our Project 2 will contain around 1200 lines of code.

To get the total hours, we will use our Project 1 hours as a baseline. We will take the previous team's hours and add onto them, then compare Lines of Code and Hours

If we take the $(\text{Number of Hours})/(\text{Lines of Code})$ for our Project 1, we obtain .0655. If we take that number and multiply it by the total assumed lines of code $(1200) * (.0655)$ we get 78.6 hours for project 2.

If 49.5 hours of the 78.6 hours was already completed, then we can infer that Project 2 will take around 30 more hours. But we have to take into account a new team. Let's assume that each team member needs 1 hour to review the previous teams work, totalling 5 more hours, generating our new total of 35 hours

Project 2 Person Hour Estimate: 35 Hours