

EECS 494 Winter '15

Team: Ruby

## Process

You can view our burndown chart at

<https://docs.google.com/a/umich.edu/spreadsheets/d/1wcWD3u6H8ajSajHovEbwS0BkJz50N5opd7pZot7T5VY/edit#gid=1> .

We used the the burndown chart as suggested in class. In the beginning of the project, we logically divided the project into as many pieces or parts that we could foresee to build the game. Between one and two group members would be assigned to each piece, and as work was done on each task the respective developer would log their estimated hours spent. As development on the project continued and new issues were discovered or features were requested to be added, the burndown chart was expanded for these growing tasks.

We strived to keep the work allocation as close to even as possible, but there are some natural deviations in workload. The burndown does not track our progress past the Alpha. This is because the template chart linked on the EECS494 page does not progress past that date, and we are not familiar with Google Sheets enough to allow for continued timeline.