

## EECS 448 — Battleship — Estimate of Person Hours

Project Initiation: 2/21/2021

Delivery Date: 3/14/2021

Estimate: 120 hours

### Accounting of Person Hours by Task:

Hours	Description
50	Debugging
2	Documentation
20	Initial Standup
28	Testing
20	Zoom Meetings
120	Total

### Planning:

The platform of the project will be that used by the previous team, which in this case is JavaScript. Additional time has been added for initial standup to account for unfamiliarity with the platform.

A bulk of the projected time used for this project will be devoted to debugging, as the team will be working with unfamiliar code that may or may not contain errors. A large amount of time has also been devoted to debugging due to the requirement of implementing things like AI and custom components.

Testing hours will be used to stress test the game and test for edge cases that could cause crashes. The goal is to be able to fix any and all errors of the previous team, implement new project parameters, and produce a game loop that is resilient and meets the project requirements.

Time dedicated to documentation is low since the project will likely already contain comments, which reduces the amount of comments this team will need to write.