T. Kelly, A. Kuang, M. Lee, J. Sizoo, and M. Swartz (Group 14)

Dr. David Johnson

EECS 448

Sunday, March 6, 2022

Project 2 - Person Hour Estimate

1. Agile Story Points

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Reference Project | “Hello World”  (EECS 168) | Fibonacci Sequence (EECS 168) | JavaScript Pie Chart (EECS 368) | Polymorphism (EECS 268) | Backtracking Maze (EECS 268) | Project 1 UI (EEC448S) |
| Point Value | 1 | 2 | 3 | 5 | 8 | 13 |
| Time per point  (h:mm) \* | 0:30 | 1:00 | 1:30 | 3:00 | 4:00 | 6:30 |
|  | Add a sink status Method | AI User interaction | Documentation | Testing | Familiarize with CSS | Familiarizing with JavaScript program |
|  | Peer Evaluation | Supershot spot validation | allow one player multiple shots if they hit a ship | Hard AI | Code Review | Understand JavaScript functionality |
|  | Comments | Update UI to allow user to take “supershots” | Check Supershot edge cases. | Supershot Array update method | Easy AI | Medium AI |
|  |  |  |  | Refactoring |  |  |
|  |  |  |  | AI Ship placement |  |  |
| Category Total (h:mm) | 1:30 | 3:00 | 4:30 | 15:00 | 12:00 | 19:30 |

1. \*For time estimates, the times were derived through reviewing previous projects and averaging the time team members needed to implement the project at the time it was learned. For example, the “Hello World” project includes setting up the Linux system and Makefile to run on the school’s cycle servers. Another example is the Backtracking Maze, a larger scale recursive project, was also more time intensive.
2. Final Estimation: 55.5 hours