Management Estimation and Actuals

There were a total of 34 total user stories that needed to be implemented throughout the development of the program. Out of the 34 user stories 5/34 issues were finished faster than the allotted time, 27/34 issues were right on time and 2 issues took longer than the estimated time had. According to the data the code was developed faster or on time for 94% of the time and only took longer for 6 % of the time. For the most part, it seemed like that there wasn’t much of a variance between the time we believed that the development would have taken and the actual time. When it came to the times that it took longer to develop the code, it could be allotted to human error when estimating the times based off of experience. Unexpected roadblocks occurred within the code like compiling errors as well as errors when implementing the game logic.

\*\* Data below on next page

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| **Story** | **Estimated Time** | **Actual Time** |
| Implement main function in BlackJack Class | 2 min | 2 min |
| Create BlackJack Class | 5 min | 2 min |
| Implement black Function in Player Class | 1 min | 1 min |
| Implement busted function in Player Class | 1 min | 1 min |
| Implement showHand Function in Player Class | 1 min | 1 min |
| Implement clearHand function in Player Class | 2 min | 1 min |
| Implement handleAce function in Player Class | 1 min | 1 min |
| Implement handleAce function in Dealer Class | 10 min | 10 min |
| Implement addCard Function in Player Class | 2 min | 2 min |
| Implement Constructor of Player Class | 2 min | 2 min |
| Create Player Class | 5 min | 5 min |
| Implement Blackjack function in Dealer Class | 1 min | 1 min |
| Implemented busted function in Dealer Class | 1 min | 1 min |
| Implemented displayHand function in Dealer Class | 1 min | 1 min |
| Implement showhand function in Dealer Class | 1 min | 1 min |
| Implement clearHand funciton in Dealer Class | 2 min | 2 min |
| Implement addCard funciton in Dealer Class | 10 min | 10 min |
| Implement Constructor of Dealer Class | 1 min | 1 min |
| Create Dealer Class | 5 min | 5 min |
| Implement resetDeck Function in Deck class | 1 min | 1 min |
| Implement Shuffle function in Deck class | 10 min | 10 min |
| Implement dealCard function in Deck Class | 2 min | 10 min |
| Implement printDeck Function in Deck Class | 5 min | 5 min |
| Implement Constructor of Deck Class | 10 min | 5 min |
| Create Deck Class | 5 min | 5 min |
| Create Suit Enum | 5 min | 2 min |
| Create Card Class | 15 min | 10 min |
| Implement runGame Function in Blackjack Class | 20 min | 20 min |
| Implement newHand function in Blackjack Class | 10 min | 15 min |
| Implement hit function in blackJack class | 5 min | 5 min |
| Implement stand function in Blackjack Class | 1 min | 1 min |
| Implement double function in Black Jack Class | 5 min | 5 min |
| Implement playDealerHand function in Blackjack Class | 10 min | 10 min |
| Implement whoWon function in Blackjack Class | 10 min | 10 min |