The actual time values for the activities that I was initially assigned are extremely different from how much time was planned for them. However, it is also important to note that the tasks I did undertake were also different from what was planned. The following explains these large variations.

Before we ever started any activities, we decided to use GitHub to store and share our files while keeping track of version control. As I have never used GitHub before, I needed some time on my own to practice using it.

With regards to the phase 1 activities, I initially thought I would be spending 5 hours writing out the initial documentation and 5 hours writing out function stubs. After beginning these tasks however, two things became clear. Firstly, I could not complete these tasks at the very beginning because we were still unclear on the actual source files and functions that would be written. Hence the initial documentation that I wrote up was the bare minimum that we knew we would need. Furthermore, the function stubs were what we thought we would need but as the project progressed, functions that were initially planned became unnecessary while others were created as needed. Team members who implemented them often wrote the documentation on the go.

With Deliverable A, we did take 2 hours as planned to write the draft. However, because we were very thorough during our client meetings, this draft needed little changing to meet the requirements of the client. As a result, it only took us approximately an hour to collect client feedback and revise the document.

With phase 3, we found that 3 people were not needed to work on the code related to the grounds. However, it was at this point that I volunteered to start working on the algorithms related to the grounds. So to clarify, Marcus worked on the code to handle grounds. This involved processing the grounds files as provided by the client. Dean and I started working on the code that would build stints based on whether or not the player was on the field.

Working on GPS related tasks made up the bulk of my contribution to this project. Although some of it was assigned to others, I asked to take it on as it meant that fewer people had to study the required background material. This included things such as the GPS coordinate system, rotation transformations and bearings. I spent most of this project working with Dean on the GPS coordinate class and the GPS analyzer class as can be seen from my timesheet and the summary I provided.

Creating additions for the project, conducting tests and preparing the presentation have not happened yet which is why my summary shows that I have spent no time on these tasks.

At the start, we planned 15 hours of group meetings. This was an estimate that came from setting aside an hour a week for 15 weeks. However, we found that for some weeks, meetings were not necessary while during others, we needed more than an hour. As such, we have met for 15 hours up to this point. As we are still going to have more meetings, the sum of group meetings will exceed the planned 15 hours before this project is over. We found that we get a lot of work done as a group as we communicate better during these periods.