* time differences for me were entirely different
* due to the dynamic nature of the project and the many changes in scope and tasks allocated in the duration of the task
* more organized at the start but wasn’t very flexible/adaptive approach using git hub issues.
* In phase 1, I was assigned the tasks of researching QT/Swing and having a feel for both in order to create the program in either UI framework
* However, QT not suited not java approach and Swing is outdated, with avaFX being a better choice.
* Hence, my role changed from being the main designer of the GUI.
* I was hence assigned the role of programming the Grounds IO module as all other areas were covered
* The bulk of my contribution was to the documentation and write ups. Due to my previous experience in project management units, I mainly dealt with the write up of reports like the RAD and Del B.
* Additionally, I teamed with Kieran near the end to create the final link between all our classes and the GUI. This was in the Evaluator class, where we both worked on the methods in the class together.

In general, the reasons for the drastic differences in expected times vs actual times is due to the scope of the project consistently changing. Tasks varied from the planned times as new tasks were added and other tasks were removed.