PROJECT 2 TIME ESTIMATION FOR MINESWEEPER GAME

Task	Description	Assigne	Label	priority	Estimated Time	Actual Time	
Week 1: Wednesday September 24th - Tuesday Sptember 30th							
Weekly Scrum	Team meeting to review completed tasks and assign upcoming tasks	Kundana	Meeting	Priority 1	1 hr	1 hr	
Weekly Scrum	Team meeting to review completed tasks and assign upcoming tasks	Navya	Meeting	Priority 1	1 hr	0 hrs	Out of town: write a report
Weekly Scrum	Team meeting to review completed tasks and assign upcoming tasks	Christina	Meeting	Priority 1	1 hr	1 hr	
Weekly Scurm	Team meeting to review completed tasks and assign upcoming tasks	Katie	Meeting	Priority 1	1 hr	1 hr	
Weekly Scrum	Team meeting to review completed tasks and assign upcoming tasks	Vi	Meeting	Priority 1	1 hr	1 hr	
Weekly TA Meeting	Meeting with TA to show our completed tasks and explain what we plan on working on the next week	Kundana	Meeting	Priority 1	1 hr	0 hrs	Out of town: write a report
Weekly TA Meeting	Meeting with TA to show our completed tasks and explain what we plan on working on the next week	Navya	Meeting	Priority 1	1 hr	0 hrs	Out of town: write a report
Weekly TA Meeting	Meeting with TA to show our completed tasks and explain what we plan on working on the next week	Christina	Meeting	Priority 1	1 hr	1 hr	
Weekly TA Meeting	Meeting with TA to show our completed tasks and explain what we plan on working on the next week	Katie	Meeting	Priority 1	1 hr	1 hr	
Weekly TA Meeting	Meeting with TA to show our completed tasks and explain what we plan on working on the next week	Vi	Meeting	Priority 1	1 hr	1 hr	
Familiarize with the code	Look through the code and get familiar with what needs to be done and what has already been implemented	Kundana	Game Logic	Priority 0	2 hrs	1 hr 20 mins	
Familiarize with the code	Look through the code and get familiar with what needs to be done and what has already been implemented	Navya	Game Logic	Priority 0	2 hrs		
Familiarize with the code	Look through the code and get familiar with what needs to be done and what has already been implemented	Christina	Game Logic	Priority 0	2 hrs	1 hr	
Familiarize with the code	Look through the code and get familiar with what needs to be done and what has already been implemented	Katie	Game Logic	Priority 0	2 hrs	1 hr	
Familiarize with the code	Look through the code and get familiar with what needs to be done and what has already been implemented	Vi	Game Logic	Priority 0	2 hrs		
Easy Mode implementation	AI uncovers cells randomly, avoiding flagged or already uncovered cells.	Christina	Game Logic	Priority 1	2 hrs	1 hr	
Medium mode implementation	AI uncovers randomly until a safe cell is revealed (zero adjacent mines), then uncovers adjacent cells strategically using revealed numbers	Katie	Game Logic	Priority 1	3 hr	4 hr	
Add menu for AI setting selection.	Add buttons to the main menu for selecting the play style (auto, interactive, or solo) and the difficulty level of the AI if applicable (easy, med, hard). Exactly one option in each of these two categories must be selected before the game can begin.	Katie	Game Logic	Priority 1	2 hr	2 hr	
Hard mode implementation	AI "cheats" by always uncovering a safe cell (non-mine), simulating perfect knowledge without detonating mines	Vi	Game Logic	Priority 1	3 hr	2.5 hr	
custom Addition: replay button	Once the player either wins or looses the game ends so we need to add a reply button so that the player can restart the game when needed	Navya	Game Logic	Priority 1	2hr	2hr	
Custon Addition: shows whos playing	shows who's turn it is and which cell the AI clicked on (like making the cell darker or putting a circle around it or something right before it actually disappears)	Kundana	Game Logic	Priority 1	1 hr	45 mins	
Set up kanban board	Make sure everyones duties and tasks are all updated on the prject board	Kundana	Documentation	priority 2	1 hr		
documentation Requiremnets	Set up and outline all documentation requirements	Kundana	Documentation	priority 2	1 hr	30 mins	
Make a time estimation sheet	Compile a consolidated sheet comparing estimated vs. actual time spent on each task, highlighting variances.	Kundana	Documentation	Priority 1	1 hr	1 hr 15 mins	
Test game after combining all logic		Katie	Game Logic	Priority 1	1 hr	1 hr 30 min	
Fix bugs found during testing		Katie	Game Logic	Priority 1	1 hr 30 min	1 hr	
Swap Hard Mode and Medium Mode		Katie	Game Logic	Priority 1	30 min	45 min	
create system architecture diagram		Navya	Documentation	priority 2	30 min		
Week 2: october 1st - October 5th							

Task	Description	Assignee	Category	Priority	Estimate	Actual	Notes
Add 1-2-1 pattern to hard mode	Implement the 1-2-1 pattern in hard mode to be in line with the new instructions given.	Katie	Game Logic	Priority 1	2 hr	1 hr 30 min	
Clean up code	Add comments to code where missing. Delete commented out code.	Katie	Enhancement	Priority 1	30 min	30 min	
make_hard_move documentation	Create a diagram showing how the make_hard_move AI function is imple	Katie	Documentation	Priority 1	1 hr	1 hr 30 min	
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Weekly TA Meeting	Meeting with TA to show our completed tasks and explain what we plan on working on the next week	Vi	Meeting	Priority 1	1 hr	1 hr	
make_easy_move documentation	Create a diagram showing show the make_easy_move AI function is imp	Christina	Documentation	Priority 1	1 hr	30 mins	
make_medium_move documentation	Create a diagram showing how the make_medium_move AI function is ir	Vi	Documentation	Priority 1	1 hr	1 hr	
Right click error	Fix issue where right-clicking on an already flagged mine still counts as a turn; keep notes and estimations updated	Kundana	Game Logic	Priority 1	1 hr	1 hr	
Alignment	Adjusted reset button placement (moved to bottom) and aligned play-again page layout	Kundana	Game Logic	Priority 1	1 hr	30 mins	
Adjusted gameplay	AI can flag multiple times in a turn, but user cannot and For user, a flag counts as a move/turn	Kundana	Game Logic	Priority 1	1 hr	30 mins	
Put togather the system architecture		Kundana	Game Logic	Priority 1	1 hr	1 hr	
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