Hour Estimation Methodology

Purpose: Describe and justify our person-hour estimation methods

For this project, we took a two-fold method to person-hour estimation. First, given the relative simplicity of the project compared to an industry-standard product, we broke down our time-estimate options into a (rough) Fibonacci as follows, starting with 10 minutes:

- 10 minutes
- 20 minutes (10min+10min)
- 30 minutes (20min+10min)
- 1 hour (~30min + 20min)
- 2 hours (we found this more fitting than 1.5 hours for the most complex features).

Second, using this classification of time chunks, we compared the complexity of each ticket to each other. Agile person-hour estimation doesn't get the perfect estimation on the first try, but we aimed to match the tickets' complexities with their time estimation.

We started by estimating person-hours for the most complex and most simple features, then classified the remaining tickets.

For example, the "Game Over" ticket was relatively simple, as the game logic already lead to the game ending; "Game Over" just required adding one condition to end the game, so it was given an estimate of 10 minutes. On the other hand, the "Grid Labels" ticket was much more complex, as it required creating UI components for each label, perfecting the size and spacing of the labels, and changing the size of the whole display, so it was given an estimate of 1 hour.