**Estimated number of hours**

Total: 75 hours

About 60 hours to code the project.

About 15 hours for non - technical parts of the project.

**How we got to the estimate**

We used a version of Agile estimation:

Stories:

Story A: We talked to past students and asked them how much time their project took.

Story B: A team member had coded a simpler version of battleship before. We took their time spent into consideration as well.

Time spent:

It took Story A approximately 50 hours to complete the coding of their project and about 15 hours for non - technical parts of it.

It took Story B approximately 40 hours to code the project. Since he did not have documentation and very little non - technical aspects, we did not get an estimate for that.

Estimating:

SInce most of us hadn’t coded a game before, we estimated that it would take us longer than Story A to complete the coding part of the game. However, because it was the same class, we estimated that it would take us approximately the same amount of time as Story A for non - technical aspects of the projects.

Taking into account the simplicity of the game coded in Story B, and the fact that we would have to collaborate as a team and most of us were not very familiar with github, we estimated that it would take us longer than Story B.

Final estimate:

Therefore, from both the stories we decided on a rough estimate of 60 hours for coding the project and 15 hours for non - technical aspects of the project.