Tasks	Estimated Time	Actual Time		
Get familiar with codebase	1 hour			
Confirm project 1 functionality				
Refactor to add new singleplayer functionality	2 hour	2 hours	Zai	
- Seperate original functionality into new muliplayer				
Implement local multiplayer functionality	3 hour	2:30 hours : Harrison		
Add Singleplayer option to menu.py	30 min	1:30 hours	Jay	
Create new file "ai.py" to handle AI logic	1 hour	1 hour	Zai	
Easy difficulty AI	30 min	1 hour	Zai	
Medium difficulty AI	30 min	1 hour	Kara	
Hard difficulty AI	30 min	1 hour	Zai	
Handle AI Ship Placement	30 min	1 hour	Zai	
Bug Fixing	N/A	1 hour : Harrison		
Modify main.py to handle singleplayer mode	30 min	30 min	Zai	
Modify battle.py to handle turns with player and AI	30 min	30 min	Zai	
Ship images	2 hours	2 hour 30 min	Harrison	
Special feature (audio)	30 min	30 min	Nathan	
Update documentation				
UML Diagram	30 minutes	30 minutes	Kara	
Comments (unfinishedgame branch)	1 hour	1 hour	Nathan	

Team Member	Responsibilities			
Everyone	Get familiar with the code			
	Make sure to keep timesheet updated with any progress/work			
Zai	Refactor code			
	Hard AI			
Jay	Add singleplayer option to menu			
	Add difficulty selection for singleplayer to menu			
	Confirm UI is working properly for gameplay and menus			

Kara	Medium difficulty AI				
	UML Diagram				
Nathan	Easy AI				
	Sound effects				
Harrison	Implement random ship placement for AI				
	Implement local multiplayer functionality				
Next Meeting	Look through code and add any additional tasks that may be necessary				
	Decide on our special feature and determine how to split up the work				
	Add additional tasks to timesheet that become apparent upon looking at the codebase				