

Actual Person Hours (Project 01)

(09/07/2024)

5 hours person hours - Building, designing and implementing some base code for the project (MS)

(09/08/2024)

1.5 person hours - First Team Meeting on Zoom

0.5 Person Hours - Completing Person Hours Estimate

(09/09/2024)

2 Person Hours - Second Meeting in person, discussing roles, and started to Divy up responsibilities for the project. (3:30 - 4:02)

(09/10/2024)

NO WORK WAS COMPLETED

(09/11/2024)

4 Person Hours were spent on further fleshing out the code, base game has been completed, there are issues with the connecting players to game (MS, AL, AT)

2.5 Person Hours - GTA Meeting

2.5 Person Hours - Post GTA Meeting

(09/12/2024)

2 Person Hours - Building assets for game (Explosions, Idle Animation movements) (BA)

(09/13/ 2024)

2 Person Hour - Fourth Meeting

2 Person Hours - Debugging / Stress Testing (AT, AL)

(09/14/24)

3 Person Hours - Animating Assets for Game, (The assets will not be completed in time for code freeze) (BA)

(09/15/24)

3 Person Hours - Completing Documentation (JA / BA)

TOTAL PERSON HOURS SPENT: 30 Person Hours spent completing Project 01