- Requirements, Planning and Documentation (8 hours)
    - Requirements and documentation will occur and the beginning and end of our software development process. This will include team meetings to introduce ourselves, the initial design process, as well as code documentation and other artifact generation. We came to this conclusion because the majority of the requirements have already been provided to us by the professor and it was just a matter of figuring out what functionality our code should have and how it should be implemented. On top of that, the work here will also include the creation of the requirements document as well as code commenting
    - Work Spent
        - September 4th:
            - First Team Meeting
                - Manoj Turaga - (30m) Introducing myself and initial design for the project
                - Henry Marshall - (30m) Participant for the first team meeting
                - Ceres Botkin - (30m) Participant for the first team meeting
                - Clare Channel - (30m) Participant for the first team meeting
                - Connor Forristal - (30m) Participant for the first team meeting
        - September 6th
            - Meeting for further design discussion: https://www.youtube.com/watch?v=2Ly7G8NyHIs&t=1040s
                - Manoj Turaga (30m) - Clarifying structure of the code and designing the initial interface of the functions
                - Henry Marshall (30m) - Helped Design the interface of the model, view, and presenter code
                - Connor Forristal (30m) - Helped design the interface for the communication interface
                - Clare Channel (30m) - Watched video recording at a later time
                - Ceres Botkin (30m) - Watched video recording at a later time
        - September 11th
            - GTA Meeting
                - Everyone was present for 15 min
        - September 13th
            - Documenting Code
                - Manoj Turaga - (4h) Went through the entire codebase and made sure that the code was fully documented as per the requirements of the assignment
        - September 14th
            - Writing the requirements document

            - Manoj Turaga - (2h) Went through and wrote the entire SWRD for this application
- Code Implementation (32 hours)
    - Code implementation should take this much time because we are trying to make this code implementation as “plug and play” as possible, so a lot of effort needs to be made in order to make sure that our code implementation is as modular as possible. That means that there is a lot of effort in code reviews and making sure that our codebase is as structurally consistent as possible. On top of that, we are implementing extra features like interfacing over TCP/IP, so making sure that the application works on our chosen interface will take quite a bit of time.
    - Work Spent
        - Model Generation
            - September 7th
                - Henry Marshall - (4h) Created the initial Model implementation + experimenting with ASII based images for the ships
            - September 10th
                - Henry Marshall - (1h) Adding the “hit” cell functionality to detect if a ship is hit on a particular attack
        - View Generation
            - September 8th
                - Clare Channel (1h) - Created outline of view code based on video detailing design
            - September 9th
                - Clare Channel (2.5h) - Wrote the initial view implementation
            - September 10th
                - Clare Channel (2.5h) - Rewrote the functionality as a class to allow for easy integration + implemented critical optimizations
            - September 13th
                - Henry Marshall - (2h) Experimenting editing the final iteration of the game with more ascii designs
        - Presenter
            - September 7th
                - Ceres Botkin - (1h) Creating the initial outline of the presenter
            - September 9th
                - Ceres Botkin - (2h) Implementing the presenter functionality based on the current implementation of the view + studying already implemented code
            - September 10th
                - Ceres Botkin - (1h) Final Presenter code generation + Optimizations

        - Interface
            - September 11th
                - Connor Forristal - (6h) Relearning about networking in python and implementing client-host application interface using the interface code
        - Integration
            - September 12th
                - Manoj Turaga (5h) - Began the initial integration process to combine the implementations of the model, view presenter
                - Connor Forristal (5h) - Assisted in integration of the code + designed logic for the game loop
                - Henry Marshall (1h 30m) - Helped integrate the model with the other components
- Testing (5h)
    - Testing shouldn't take too long for this project because there are only so many input scenarios. Due to this, testing should take less than a day. We plan on having an implementation that supports TCP/IP, so the main thing is to just test that unexpected errors are accounted for.
        - September 12th
            - Manoj Turaga - (3h) Robustly testing every input scenario in the codebase