- **Meetings, Planning, Requirements (10 h):**
    - Since this project is not a fresh implementation, the total work hours required should not exceed more than 5 hours. The only things that need to be discussed in these meetings are 1) What each person is working on and 2) What things will need to be implemented. On top of that, the planning period requires creating the requirements for the additional feature and since the only requirement for that is really the UML diagram
        - September 21
            - Everyone (5h) - Initial Meeting to review Team 19 Code + deciding what we need to do
        - September 22
            - Ceres (2h) - Created the UML Diagram for the special bullets
        - September 25
            - Everyone (1h) - GTA Meeting

- **AI Implementation (4h)**
    - The AI for this game is not too complicated for implementation, so this shouldn't take this long. Level 1 is random coordinates, Level 2 just needs to know when it hits a ship, and Level 3 just needs to keep track of where the ships are. The current implementation of the code maintains both the ship placements and the amount of health each ship has, so implementation should be straight forward
        - September 23
            - Connor (4h) - Initial AI implementation
            - Manoj (2h) - Reviewing Connor's AI implementation

- **Special Bullets + Extra (15 h)**
    - Special Bullets should definitely take the longest time among all the features, because this is a new implementation. We don't know how this will look like quite yet, but we imagine this will take time to make the bullet implementation itself, and integrating it with the current implementation
        - September 23
            - Henry (2h) - Added Basic bullet implementation
        - September 24
            - Elizabeth (2h) - Beginning of Bullet Visuals
            - Henry (1h) - Worked on the bullet draft system
        - September 25
            - Elizabeth (3h) - Updated bullet visual, made main menu, scoreboard/game loop
        - September 26
            - Ceres (1h) - Implementation of Generic and Special bullet classes

- **Refactoring, Integration, Documentation, and Testing (14h)**
    - Initial Codebase given to us, while simple, does not allow a lot of avenues for upgrades, mainly due to the heavy reliance of the way the other functions were

implemented. So there will be some work in just refactoring the code in a way that allows for things to be easily expandable. On top of that, there will be some work in just integrating, documenting, and testing all the work that we have done for this project

- September 27
    - Henry (3h) - Tasks to integrate codebase and exterminate small bugs
    - Manoj (5h) - Initial Code Base Merge
- September 28
    - Manoj (8h) - More code base merging and bug squashing
- September 29
    - Manoj (8h) - Documentation efforts
    - Connor (5h) - Testing