# Time Keeping Methodology Document

## Time Keeping Sheet

## Introduction:

The goal of our team's project is to create a software that lets users play the game "Minesweeper". To begin estimating time, we broke the project into User Stories which are descriptions of product features written from the perspective of hypothetical users.

E.g.     As a [user]
          I want [some function]
          So that [There is some benefit]

User stories of similar nature can be sorted into an Epic, which is akin to one large user story that would be obviously infeasible to complete within a single sprint. To get a good idea of our project's timeline, our team estimated the amount of time it would hypothetically take to implement each user story. We chose a collaborative method called Planning Poker.

## Time Estimation Method: Planning Poker

Planning Poker is a common time estimation technique used for user stories. These are the steps our team of 5 took in time-boxing each user story:

1:  The user story is presented

2: The user story is discussed and requirements are clarified

3: Team members independently vote on the number of man-hours the user story would take to implement

4: The team discusses the vote and reaches a final consensus time

5: repeat for each user story