Person Hour Estimate: Planning Poker Method

Setup:

Story	Points
Requirements Gathering & Analysis	2
Meetings, Discord, GitHub Setup	3
Tkinter Setup	1
Planning & Scheduling	1

Game Additions and Corrections:

Story	Points
Medium & Hard AI Implementation	5
Easy AI Implementation	2
AI Solver & AI Multiplayer Mode	2
Safe Start & Visible Game States	2
Countdown Timer Game Mode	3

Documentation:

Story	Points
Code Comments	1
Person Hours Estimation	1
Actual Person Hour Records	1
System Architecture Overview	3
Testing	1
Peer Reviews	1

Methodology:

Planning poker was the method our team used to assign tasks during this project, it helped us to understand the effort each individual task would take and allow us to assign tasks fairly amongst the group. However, this project is on a smaller scale than the previous project, with our team already assembled and our base code given to us we could get to work faster and had fewer overall tasks to deal with. With that in mind, many of the story point values are scaled down from the last project to reflect the difference in scope between the two projects.

Individual Stories:

Evan Rogerson – 5 Hours

Medium & Hard AI Implementation (5)

Nevan Snider – 4 Hours

AI Solver & Multiplayer Mode (2), Easy AI Implementation (2)

Spencer Rodenberg – 3 Hours

System Architecture Overview (3)

Kyle Whitmer – 3 Hours

Countdown Timer Game Mode (3)

Karsten Wolter – 3 Hours

Person-Hours Estimation (1), Safe start & Visual Game States Bug Fixes (2)

Shared – 11 Hours

Setup (7), Documentation (4)

Total Person-Hours Estimation – 29 Hours