Fall Hours

* Combined meetings between team as well as advisor: 18 hours
* Research into DND gameplay Theory: 5 hours
* Creating design diagrams for the project: 2 hours
* Creating Simulation: 14 hours
* Creating test cases: 2 hours
* Experiments/Implementing with Monte Carlo: 8 hours
* Misc. Team deliverable work: 4 hours
* Total: 53 hours

Spring Hours

* Implementing changes to the code to work with others: 10 hours
* Added Movement: 4 hours
* Movement theory with sam: 6 hours
* Debugging action theory: 12 hours
* Batch Processor: 4 hours
* Connecting to the website: 10 hours
* Work on the website to make it look pretty: 12 hours
* Working on the grid within the website: 8 hours
* Misc. Team deliverables: 5 hours
* Total: 69 hours