Sure, I can provide you with a breakdown of how I allocated my time during the fall and spring semesters for my senior design project.

Fall Semester:

- Game design and development: I spent 20 hours designing the game mechanics and balancing the difficulty of the game.

- Project management and coordination: I spent 15 hours coordinating communication and collaboration among team members and ensuring that we met our deadlines.

- User testing and feedback: I spent 10 hours conducting user testing and gathering feedback, which helped us to identify areas for improvement in the game.

- Programming and coding: I spent 5 hours working on programming and coding tasks, which helped me to better understand the technical aspects of the project.

Spring Semester:

- Game design and development: I spent 30 hours refining the game mechanics and adding new features to the game.

- Project management and coordination: I spent 20 hours coordinating communication and collaboration among team members and ensuring that we met our deadlines as the project became more complex.

- User testing and feedback: I spent 10 hours conducting user testing and gathering feedback, which helped us to further refine the game.

- Programming and coding: I spent 5 hours working on programming and coding tasks, as the technical aspects of the project became more challenging.

Overall, my allocation of time during both semesters reflects my key role in the project as the person in charge of game design and project management. My contributions in these areas were essential to the success of the project. Additionally, my allocation of time to programming and user testing helped to round out my skills and provide valuable insights into the technical and user-facing aspects of the project.