

## Summary of Hours and Justification

### Fall Semester:

- Project management and coordination: I spent 45 hours meeting with my teammates discussing project matters.
- Programming and coding: I spent 15 researching technical aspects of the game.
- User testing and feedback: I spent 15 hours testing the game and providing feedback on what needed to be changed.

Total hours: 75 hours

### Spring Semester:

- Project management and coordination: I spent 50 hours meeting with my teammates discussing project matters
- Programming and coding: I spent 15 hours researching technical aspects of the game.
- User testing and feedback: I spent 15 hours giving feedback about the game.

Total hours: 80 hours