

EECS 448 — Battleship — Estimate of Person Hours

Project Initiation: 02-09-2021 Delivery Date: 02-21-2021

Estimate: 120 Hours

Accounting of Person Hours

*Total is accounting for 5 team members

| Hours | Description |
|-------|-----------------|
| 8 | Zoom Meetings |
| 5 | Initial Standup |
| 5 | Debugging |
| 3 | Testing |
| 3 | Documentation |
| 120 | Total |

Planning

The platform for the project will be the Epic Games Unreal Engine. Unreal is a game engine written in C++ used in commercial game development. Additional time has been added for initial standup to account for unfamiliarity with the platform. Initial stand up will be led by the team leader, and programmers will gradually integrate code into the project as they become familiar with the platform.

Testing hours will be used to stress test the game and test for edge cases that could cause crashes. Our goal is to have a stable game loop that is resilient and meets the project requirements.

Final documentation hours will be used to comment up the blueprints in the unreal project file.