**Estimated number of hours**

Total: 105 hours

About 60 hours to code the project.

About 40 hours to learn Unreal Engine well enough to complete the project

About 5 hours for non - technical parts of the project.

**How we got to the estimate**

We used a version of Agile estimation:

Story:

We talked to a friend that has used Unreal Engine in the past, and learnt from him how long it would take to learn and implement Unreal Engine.

Time spent:

We learnt that it took about 15 hours to get enough knowledge about the engine to build a basic game and an additional 30 hours to improve the game.

Estimating:

Taking into account that Unreal Engine is completely new to most of us, but that we don’t have to code the game from scratch, we estimate that it will take us about 5 hours per person to learn Unreal Engine.

Also, since the friend has never used Blueprints before we estimate an additional 3 hours learning basic blueprint knowledge after learning Unreal Engine.

Since a member of the team is familiar with AI logic, we think it will be simple to implement once we have learnt how to code in Unreal Engine Blueprints.

Since all the knowledge will be learnt by implementation, we think that it will take us about a 100 hours to learn and code for the project, taking into account other classes, obligations, and different speeds of learning for each individual.

Final estimate:

Therefore, we decided on a rough estimate of 60 hours for coding the AI and improving the user interface, 40 hours learning Unreal Engine and Blueprints, and around 5 hours discussing what needs to be done.