Roles:

Jace: Dev

Bryce: Team Lead

Kit:Tester

Ian: Documentation

Jenna: Dev

K: Dev

Person Hour Estimates

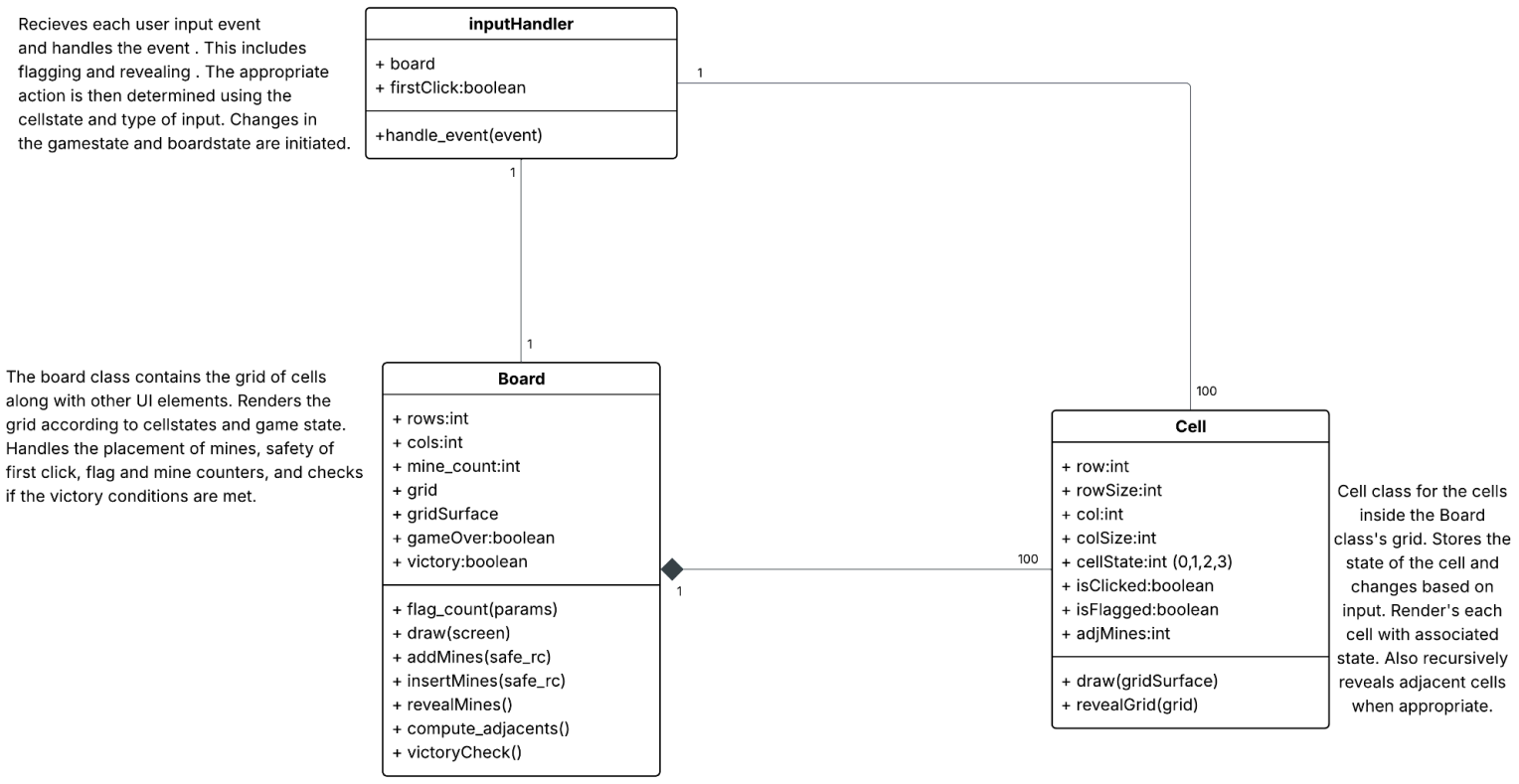
List of Tasks

- Board Manager
- Game Logic
- UI
- Input Handler
- Meeting
- Testing
- Person-Hour Estimation
- Documentation
- Peer Evaluation

	Jace	Bryce	Kit	Ian	Jenna	K	Final Estimate
Board Manager	3	2	4	2	3	3	3
Game Logic	2	3	4	2	2	4	3
UI	1	1	1	1	1	1	1
Input Handler	2	1	1	2	2	2	2
Meetings	4	4	4	4	4	4	4
Testing	2	2	4	2	2	2	2
Documentation	2	2	1	1	2	2	2
Peer Evaluation	1	1	1	1	1	1	1
Total							18

For our group's person hour estimations we utilized story points and a version of planning poker. Since this was our group's first time working together, we didn't have many options for a reference story. The one shared experience we did have, however, were the weekly meetings. We set 1 story point to be around the value of 1 meeting and estimated the other tasks relative to that. The list of tasks was compiled by referencing the assignment details and brainstorming for other tasks not explicitly detailed. We privately voted on our person-hour estimates during one of our meetings and discussed the results. The list of tasks, and the breakdown of everyone's votes are detailed in the table above. We were fairly in consensus across the board so we chose the average score for each task. The final total estimated person hours came out to 18 hours.

System Architecture Overview



Runtime game elements are handled by the main.py file.

Game Logic

- Click a cell
    - Uncover cells until a perimeter of potential mines is found (numbers)
    - Each adjacent empty cell (does not have a number associated with it) will be uncovered recursively
- Any cell that touches a mine will be marked by a number corresponding to the amount of mines it is touching
    - Diagonal cells count as touching a cell
    - Numbers can range from 1-8
- If a cell is uncovered that touches cells that are not touching a mine, uncover that entire region until a perimeter of adjacent mines is found (same as beginning)
- Once all cells that do not have mines has been uncovered → win
- Uncovering a cell with a mine → lose
- Flagging a cell does not affect if a cell is uncovered, use to mark mines

Actual Person-Hour Tracking

Jace: 10 hours

Bryce: 11 hours

Kit: 10 hours

Ian: 8 hours

Jenna: 9 hours

K: 9 hours

Total = 57 hours

Timesheet

Jace		
Date (mm-dd)	Hours	
08-28	1	Meeting
09-04	1	Meeting
09-10	3	Improved grid. Mine function.
09-11	1	Meeting
09-14	1	Mine cannot be first click. Code clean up.
09-17	1	Added game status. Updated cell state throughout code.
09-17	1	Prologue and inline comments.
09-18	1	Meeting
Bryce		
Date (mm-dd)	Hours	
09-04	1	Meeting
09-09	2	Project Skeleton
09-10	2	Pygame setup
09-11	1	Meerting
09-15	3	Work on input handler logic
09-18	2	Meeting
Kit		
Date (mm-dd)	Hours	
08-28	1	First day of meeting
09-04	1	2nd time meeting
09-10	1	Testing pygame integration
09-11	1	Meeting number 3
09-15	2	cell.py neighboring cells
09-16	1	format and comment
09-17	2	Added sound effects
09-18	1	Meeting where we showed demo

Jenna		
Date (mm-dd)	Hours	
09-04	1	Meeting
09-07	1	Recursive revealing
09-11	2	Meeting & game logic
09-14	2	Removing all mines, comments, recursive revealing
09-17	1	Created number of mines user input
09-18	1	Meeting
09-21	1	Made comments on code
K		
Date (mm-dd)	Hours	
09-10	3	
09-11	3	
09-17	2	
09-18	1	
Ian		
Date (mm-dd)	Hours	
09-04	1	Meeting
09-11	1	Meeting
09-17	3	Coding and UML diagram
09-18	1	Meeting
09-21	2	Finishing documentation