System Documentation: Actual Accounting of Person-Hours for Battleship Game Development

Team Members:

- Yadhu Tharakeswaran
- Sanketh Reddy
- Jawad Ahsan
- Kemar Wilson
- Devarth Patel

Project Overview:

The project involves continuing developing a simple battleship game, using code from another team that will include key components such as AI integration and a custom feature. The actual number of person-hours is broken down into tasks that each team member will handle.

Date	Task	Member Responsible	Actual Hours	Details
09/24	Base Code for AI	Kemar, Yadhu	5 Hours	Kemar and Yadhu Started the base coded for AI implementation
09/25	Base Code for Scorecard	Jawad, Sanketh	3 Hours	Jawad and Sanketh did Scorecard
09/25	AI testing	Yadhu, Dev	1 hour	Tested AI system, identified the bugs
09/27	Debugging	Kemar	4 Hours	Kemar attempted to fix the bugged AI code however did not succeed alone.
09/28	Resolution	Yadhu, Kemar	7 Hours	Fixed the AI integration with

				minor issues
09/29	Scorecard Testing	Jawad	4 Hours	Implemented and integrated the scorecard into the system

Total Actual Hours:

- Total Person-Hours: ~ 24 Hours

Notes:

- Times of discussion on group messaging platforms were not recorded, and GTA meeting times not added to overall timing.