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**EECS 448 Project 4 – Hours**

**Estimate of person-hours for completing the prototype:**

Logan Michels: 10 hours

Jack Gould: 10 hours

Grant Henry: 10 hours

Wenxuan Hu: 10 hours

Minh Thang Le: 10 hours

Total: 50 hours

Explanation: We arrived at the estimate of 10 hours per person (i.e. 50 hours total) for completing the prototype by using the Agile user story method. The inventory of projects we have done together thus far includes project 1, 2, and 3. Using these projects as reference, we determined it would take us around 50 hours total to plan the project, design the code, test, debug, etc.

**Actual accounting of the person-hours required to complete the prototype:**

Logan’s Hours:

Monday, Nov 2nd, 1 hour - Coordinated plan for application

Sunday, Nov 8th, 5 hours – Worked on documentation

Total: 6 hours

Jack’s Hours:

Tuesday, Nov 3rd, 1.5 hours – Improving betting and fixing program flow errors

Saturday, Nov 7th, 2 hours - Improving betting and fixing program flow errors

Sunday, Nov 8th, 7 hours – Fixed errors and worked on test suite

Total: 10.5 hours

Grant's Hours:

Monday, Nov 2nd, 1 hour - Coordinated plan for application

Friday, Nov 6th, 1 hour – Tested the front end

Saturday, Nov 7th, 4 hours – Worked on the front end and linked it to the back end

Sunday, Nov 8th, 7 hours – Completed the front end for the rule book, worked on the single and multiplayer modes, tested/debugged, and documentation

Total: 13 hours

Wenxuan's Hours:

Saturday, Nov 7th, 6 hours - Worked on test suite

Sunday, Nov 8th, 1 hour - Worked on test suite

Total: 7 hours

Thang's Hours:

Monday, Nov 2nd, 1 hour - Coordinated plan for application

Saturday, Nov 7th, 4 hours - Worked on back end and test suite

Sunday, Nov 8th, 9 hours - Worked on back end and test suite

Total: 14 hours

**Combined Total of All Team Members: 50.5 hours**

**Total Time Spent Working Together: About 10 hours**