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 developing a simple battleship game that will include key components such as game logic, user interface, and testing. The actual number of person-hours is broken down into tasks that each team member will handle.

Date	Task	Member Responsible	Actual Hours	Details
09/02/2024	Team Formation	Entire Team	2 Hours	We created a Whatsapp Group and introduced ourselves alongside our availability to meet.
09/03 - 09/05	Requirements Gathering	Entire Team	1 Hours	We continued to discuss the project on Whatsapp and decided on timings due to limited availability.
09/06	Team Meeting 1	Entire Team (Except Kemar - GTA Contacted regarding absence).	2 Hours	Technical aspects of the project were discussed, type of structure we would follow, what code

				language (python) and which platform was decided to use. Roles were assigned.
09/06 - 09/10	Repository Created, Team expectations set, Estimated Documentation	Kemar, Yadhu and Dev	8 Hours Total - Kemar took less time in making the repo - More time dedicated to the documentation and code.	Kemar made the GitHub repository. We assigned different roles and had the basic code ideas ready to go.
09/06 - 09/10	Starting point established	Yadhu, Jawad	2 Hours	Starting file set up as Battleship.py, everyone was informed of this and circulated ideas of improvements and features.
09/11	Battleship.py file	Kemar	2 Hours	File created and updated for basic battleship functions.
09/12	Files segmented and divided to programmers to work on. Battleship.py -> board.py, player.py, and main.py	Yadhu	5 Hours	The whole project was revamped, split into smaller, iterable pieces and distributed into code functions for everyone to

				work on individually.
09/12	Changes, updates on code, testing file made and Improvement file made	Yadhu, Dev, Sanketh	3-4 Hours	Reviewed code from members to integrate. Testing and debugging. Documentation for actual hours started. Improvement files made.
09/13	Team Meeting 2	Entire Team (except Kemar, GTA emailed)	1 Hours	Discussed where everyone was at, feelings about the project, next steps and goals for the program.
09/13	GTA Meeting 1	Entire Team (except Kemar, GTA emailed)	0.25 Hours	Met the GTA, established our team introductions and informed them about progress and expectations.
09/14	Yadhu added ship.py, and with Jawad and Sanketh updated Board.py file to make sure board code was working with others after small function inputs from Dev, Sanketh and Kemar. Yadhu was in charge of pushing the	Entire Team	4-5 Hours	We had not taken into consideration that the ships had different sizes so there was a last minute urgent update needed to be made so we made a new class and integrated the logic into the board. Final changes were

	updated codes onto GitHub.			made and finished.
09/15	Final Documentation	Dev	5 hours	Updated documentation for actual hours and submitted it.

Total Actual Hours:

- Total Person-Hours: ~ 37.25 Hours

Notes:

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