

FOR HOURS, MAKE ABSOLUTELY SURE YOU USE DECIMAL VALUES. FORMULA WON'T WORK OTHERWISE. (EVERY 15 MINUTES IS .25 HOURS)

Date	Work Expected	Hamza Jall Hours Expected	Work Completed	Actual Hours
09/16/24				0
09/17/24				0
09/18/24				0
09/19/24				0
09/20/24				0
09/21/24				0
09/22/24				0
09/23/24				0
09/24/24				0
09/25/24				0
09/26/24				0
09/27/24	Implement Easy, Medium, Hard mode	5 Easy, Medium		6
09/28/24				0
09/29/24				0

Date	Work Expected	Lingling Li Hours Expected	Work Completed	Actual Hours
09/16/24				0
09/17/24				0
09/18/24				0
09/19/24				0
09/20/24				0
09/21/24				0
09/22/24				0
09/23/24				0
09/24/24				0
09/25/24				0
09/26/24				0
09/27/24	Check AI difficulty code and check implementation	1	Checked those AI difficulty code and made some change on it, including the AI placement and some change on turn func.	2
09/28/24	Final test the program	1	Fixed some easy mode bugs and final test the program	1
09/29/24				0

Date	Work Expected	Timo Arango Hours Expected	Work Completed	Actual Hours
09/16/24				0
09/17/24				0
09/18/24				0
09/19/24				0
09/20/24				0
09/21/24				0
09/22/24				0
09/23/24	Make UML use case diagram	2	Made Use case diagram	1
09/24/24				0
09/25/24				0
09/26/24				0
09/27/24	Add sound system		Sound system added, README edited	2
09/28/24	Add supplemental documentation		Partially added sphinx supplemental documentation	2
09/29/24	Add supplemental documentation		Finished adding documentation	2

Date	Work Expected	Harry Wang Hours Expected	Work Completed	Actual Hours
09/16/24				0
09/17/24				0
09/18/24				0
09/19/24				0
09/20/24				0
09/21/24				0
09/22/24				0
09/23/24	Make the AI add ships to the board	3	the AI can add ship to the board but there is some random bug	3.5
09/24/24				0
09/25/24				0
09/26/24				0
09/27/24	Fixed random adding ship bugs	3	finish implementing the ship adding feature	3
09/28/24				0
09/29/24	Merged AI game modes to main	1	finished merging AI game modes to main	0.5

Date	Work Expected	Isaac Mohabbat Hours Expected	Work Completed	Actual Hours
09/16/24				0
09/17/24				0
09/18/24				0
09/19/24				0
09/20/24				0
09/21/24				0
09/22/24				0
09/23/24				0
09/24/24				0
09/25/24				0
09/26/24				0
09/27/24	Split the work with implementing the 3 AI game modes, Easy, Medium, and Hard.	3.5	Created AI difficulty selection, implemented Easy and Hard AI modes	5.5
09/28/24				0
09/29/24				0

Hours	
Hamza Jall	6
Harry Wang	7
Lingling Li	3
Isaac Mohabbat	5.5
Timo Arango	7
Team Meeting	1

Team Meeting		
Date	Work Completed	Hours
09/16/24		0
09/17/24		0
09/18/24		0
09/19/24		0
09/20/24		0
09/21/24		0
09/22/24	GTA MEETING/Responsibility Check-in	1
09/24/24		0
09/25/24		0
09/26/24		0
09/27/24		0
09/28/24		0
09/29/24		0