

Date	Hale	Hale Task	Aidan	Aidan Task	Landon	Landon Task	Olivia	Olivia Task	Sam	Sam Task	Aryan	Aryan Task	Hours/Day
08-29	1	Created Actual-Person Hours Spreadsheet. Started working on diagrams for Architecture	3	Created initial hour prediction spreadsheet, and broke the project into 27 small tasks.	1	Began system architecture documentation and synopsis	1	Assigned story points to tasks	1	Started on system architecture			
08-30													
08-31													
09-01									1	Worked on system architecture			
09-02											2	Worked on concept for system architecture	
09-03	1	Worked on Diagrams for System Architecture	1	Began working on system architecture documentation	1	Created diagrams for architecture and completed documentation and component descriptions			1	Finished system architecture and uploaded to Github	1	Finalized conceptual system architecture document and diagrams	
09-04	1	Worked on Diagrams for System Architecture	4	Completed system architecture documentation using diagrams and knowledge accumulated by developers.									
09-05	1	Started User Interface	1	Completed person-hour estimation spreadsheet ratings			1	Started creating unit tests					
09-06											1	Implemented mine placement logic	
09-07											2	Implemented flag placement, cell uncovering, game state, safe first cell logic	
09-08													
09-09	1	Worked on User Interface							1	Implement input handling			
09-10					3	Worked on Board Manager			2	Finish and test input handling	1	Refine logic for spec conformity	
09-11	3	Worked on User Interface	2	Code review	3	Worked on Board Manager	3	Worked on Unit Tests					
09-12			1	Code review, documentation updating	1	Refined BoardManager and GameLogic responsibilities					2	Resolve redundant functionality from BoardManager	
09-13													
09-14													
09-15													
09-16	2	Got User Interface to work with all modules							1	Add comments and refine input	1	Fix bug with unsafe first cell uncover	
09-17	2	Polished up User Interface	4	Updated system documentation, packaged windows release			3	Completed Unit Tests					
09-18			1	Repackaged windows version after bug fix	1	Updated BoardManager.py comments					1	Prevent flags from being uncovered	
09-19													
TOTALS	12		17		10		8		7		11		65