Agile User story method: where Project 1 represents the inventory of the projects

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| --- | --- | --- | --- | --- | --- | --- |
| Implementation | Board Setup | Player Setup | Swapping Turns | Hit/Miss | Clicker Event | Team Meetings |
| Hours | 2 | 3 | 3 | 6 | 6 | 10 |

* The above chart came from looking at the detailed Time Estimation Accounting sheet from Project 1. The total amount of hours worked on project one was 40.95 hours. These estimations are not accurate and were constructed based on what was being implemented during that time.

Estimation Accounting Project2:

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Implementation: | AI Levels: Easy, Medium, Hard | Hit, Miss, Sunk Message | Color Key | AI Ship Placement | Scoreboard | Ship Placement as Ship Length | Buttons for Levels and Players | Team Meetings |
| Hours | 20 | 1 | 1 | 8 | 5 | 5 | 5 | 15 |

* The board setup includes, hit, miss, sunk messages, a color key, and ship placement as ship length. This task will take longer because it is not up to our standards. They had some missing component which needed to be fixed.
* The custom addition should take about 5 hours to make as we have implemented it into our project 1.
* The Player’s Setup will take us the same time or more because we know how to format it now. Compared to the previous project, project 2 setup will take us some time considering there are new features to add. Here we would need to add buttons for levels and players and make the ship placement as a ship length.
* Team meetings will be a little bit more than the last project as we have learned more communication will help the flow of the project.
* The AI levels will take around 20 hours as this is a big new feature that is being implements into project 2. It is something we have not worked with before, so we can conclude that it will take some time to come up with ideas and figure out.
* We estimate that this project 2 will take us 60 hours to complete.