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

Time Account for project 1:

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

Time Account for project 2:

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |

Time Account for project 3:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Implementation: | Board Setup | Check Wall | Check Element | Documentation | Team Meetings |
| Hours | 10 | 8 | 10 | 12 | 10 |

Estimation Accounting Project 4:

Documentation, test suite, video, team meetings,

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Implementation: | Ball Speed and Placement | Bricks Levels | Lives and Buttons | Test Suite | Documentation | Video | Team Meetings |
| Hours | 5 | 3 | 3 | 10 | 12 | 2 | 7 |

* Project 4 will take approximately 42 hours to complete.
* The brick levels include the first row disappearing after one hit of the ball while the second row of bricks will disappear after two hits of the ball. Since this is the final project, it is important we take time to implement this portion of the project so we can produce a quality and fun game.
* The features on our game are well developed. The vision we have for our new additions are realistic and organized.
* Given this is our fourth project as a group, we have gotten to know one another’s strengths and weaknesses. We have a basic understanding of how long new tasks will take to learn.
* Team meetings will be less than last as we have a good system when it comes to working individually and working together.
* A lot of content was already developed for this project.

Estimation for Individual Time:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Team Member | Time for Project 1 | Time for Project 2 | Time for Project 3 | Role for Project 1and Project 2 | Time Estimation for Project 4 |
| Anjali | 5.45 | 4.5 | 4.75 | Documentation + Front End | 8 |
| Kaitlyn | 5 | 3.25 | 2.75 | Back End | 7 |
| Cooper | 10.5 | 5.25 | 3.5 | Front End | 7 |
| Josh | 6 | 4 | 2 | Back End | 6 |
| Tristan | 5 | 13.5 | 2.25 | Front End + Back End | 7 |

* As the project progresses, we know what everyone’s excels at and we also know how long it take to learn new implementations and designs for the project.
* Looking at the times provided for the tasks we have done in the past, we can make an estimation of how long we will take to implement the project.
* The past project was very useful as its acts as the skeleton for our Project 4.