Agile user story method: where Project 1 and Project 2 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 |

Estimation Accounting Project 3:

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

* Project 3 will take approximately 50 hours to complete.
* The board setup includes creating the ball, bricks, paddle, and the start function. Since this is the prototype, it is important that we take time to implement this portion of the project so we can delegate less time in Project 4.
* The features on our breakout game are well developed. The vision we have for our project is realistic and organized.
* Given this is our third project as a group, we have gotten to know one another’s strengths and weaknesses. We have a basic understanding of how long new task will take to learn.
* Team meetings will be around the same as last time since we have a good system of working individually and working together.

Estimation for Individual Time:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Team Member | Time for Project 1 | Time for Project 2 | Role for Project 1 and Project 2 | Time Estimation for Project 3 |
| Anjali | 5.45 | 4.5 | Documentation + Front End | 8 |
| Kaitlyn | 5 | 3.25 | Back End | 10 |
| Cooper | 10.5 | 5.25 | Front End | 6 |
| Josh | 6 | 4 | Back End | 6 |
| Tristian | 5 | 13.5 | Front End + Back End | 10 |

* As the project progresses, we know what everyone excels at and we also know how long it takes to learn new implementations, designs for the project, etc.
* 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.