↳ The tables are based on cycles render engine, which is impossible to be done by Monday. Therefore, I decided to do Eevee instead, which is way faster, but my clouds do not look good in Eevee render engine.

Camera A

frames	0-10	11-20	21-30	31-40	41-50	51-60	61-70	71-78
reflection	✓							✓
Shadows	✓	✓	✓	✓	✓	✓	✓	✓
Particle	✓							
2+n lights	✓	✓	✓			✓	✓	✓
time (min)	150	131.7	131.7	115	131.7	131.7	131.7	130

$(150+115+130)/3 = 131.7$

Total: 1053 min ≈ 17.5 hrs

Camera B

frames	0-10	11-20	21-30	31-40	41-50	51-60	61-70	71-78
reflection	✓							✓
Shadows	✓							✓
Particle	✓						✓	✓
2+n lights	✓	✓	✓	✓	✓	✓	✓	✓
time	180	151.6	151.6	125	151.6	151.6	151.6	150

$(180+125+150)/3 = 151.\overline{6}$

total: 1213.3 min ≈ 20 hrs

Camera C

frames	0-10	11-20	21-30	31-40	41-50	51-60	61-70	71-78
reflection	✓	✓	✓					
Shadows	✓	✓	✓	✓				✓
Particle								
2+n lights	✓	✓	✓					✓
time	100	83.3	83.3	83.3	70	83.3	83.3	80

(100+70+89)/3 = 83.3

Total = 666.7 mins ≈ 11 hrs.

Camera D

frames	0-10	11-20	21-30	31-40	41-50	51-60	61-70	71-78
reflection	✓		✓	✓	✓	✓	✓	✓
Shadows	✓	✓	✓	✓	✓	✓	✓	✓
Particle	✓							
2+n lights	✓	✓	✓	✓	✓	✓	✓	✓
time	130	85	105	100	105	105	105	105

(130+85+100)/3 = 105

Total: 840 min ≈ 14 hrs

Since it will take 62.5 hrs ≈ 2.6 days to render the 4 Camera views, I decided to turn in the Eevee render engine views in stead of Cycles.