Description of Time and Work Completed	Team Member(s)	Date	Hours Worked
Read over and analyzed preexisting code	Aydan	2/18/22	2.5
Read over and analyzed preexisting code	Sepehr	2/19/22	1
Worked on time estimate	All	2/20/22	1
Worked on randomizing ship guesses	Aydan	2/21/22	2
Added in random ship placement	Aydan	2/26/22	2.5
Debugged Error in deciding winner	Aydan	2/27/22	1.5
Researched audio implementation	Sepehr and Chetan	2/27/22	2
Added in AI past targets tracker	Aydan	2/27/22	1
Talked about the remaining requirements	All	2/28/22	0.5
Added in hard mode	Aydan	2/28/22	2
Found audio sounds for game	Zach	2/28/22	2
Requirement Artifact for audio	Sepehr	3/1/22	2
Added in queue for tracking next targets	Aydan	3/1/22	2
Finished Medium mode	Aydan	3/2/22	2
Debugged Errors	Aydan	3/3/22	1
Requirement Artifact for Homepage	Adam	3/6/22	1.5