Management Estimations and Actuals

Our project had 3 full sprints spread out over 3 weeks. We had 51 user stories that were implemented and each one of them is given an estimate on the pages below. Next to the estimates are the Actuals, or the correct amount of time they took to do. 42/51 (81%) of the user stories were completed in the allotted time or less. Only 9/51 (19%) user stories took over the amount of time given. Overall, our estimates were fairly accurate. Some stories took less than estimated due to over estimation on our part. We didn’t want to underestimate a task and cause the developer to rush and accidentally run into errors. We decided that minor overestimation that lead to early completion of a task was better than underestimating and not having a component done on time. The underestimations we do have were due to unforeseen errors that the developer ran into. Some of these were caused by using unfamiliar technology such as JUnit and Jarchitect that were initially difficult to integrate and involved a slight learning curve we didn’t account for. Overall or estimations were fairly accurate and most of the work was done right on time with little spill over. Of course, in the future we would like to increase the amount of the work done on time and now we can do so based on the data we have gained.

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|  | Task Estimations (minutes) | Actuals (minutes) |
| Create Class Diagram 1/3 | 30 | 10 |
| Create Class Diagram 2/3 | 120 | 60 |
| Create Sequence Diagram | 120 | 120 |
| Create Blackjack Class | 120 | 300 |
| Create dealHand method | 30 | 45 |
| Create getCardsLeft method | 60 | 15 |
| Create shuffle method bj | 30 | 5 |
| getDealerSecondCard method | 30 | 20 |
| getPlayerSecondCard method | 30 | 15 |
| getDealerCard method | 30 | 20 |
| getPlayerCard method | 30 | 20 |
| setWinnerAndPosition method | 50 | 45 |
| setCards method | 20 | 20 |
| setWager getWager methods | 10 | 5 |
| setBalance getBalance methods | 10 | 5 |
| printDeck method | 30 | 20 |
| getCard method | 10 | 15 |
| getCardsLeftInDeck method | 30 | 10 |
| getOneCard method | 10 | 10 |
| shuffleDeck method | 60 | 60 |
| getNextCard method | 10 | 10 |
| getDeckSize method | 10 | 10 |
| cardDeck class | 120 | 240 |
| runBJ class | 60 | 15 |
| Comment code | 30 | 30 |
| Code review | 60 | 60 |
| Video Demo #1 | 30 | 20 |
| Video Demo #2 | 30 | 30 |
| printPlayerCards method | 20 | 20 |
| printDealerCards method | 20 | 20 |
| playerTotal method | 30 | 20 |
| dealerTotal method | 30 | 20 |
| checkHands method | 60 | 120 |
| getValue method | 60 | 30 |
| dealerPlay method | 40 | 60 |
| getCardLeft method | 30 | 10 |
| hit method | 60 | 60 |
| hitDD method | 30 | 20 |
| initializeHands method | 30 | 60 |
| initialHands method | 60 | 45 |
| getBet method | 20 | 30 |
| userOption method | 60 | 75 |
| userLimitedOption method | 40 | 45 |
| playBJ method | 20 | 20 |
| ICD | 60 | 60 |
| create System test | 480 | 420 |
| Unit Testing | 300 | 180 |
| Static Analysis | 60 | 60 |
| Video Demo 3 | 30 | 30 |
| Class Diagram 3.3 | 60 | 40 |