

Task	Time Estimate	How was the time estimate calculated?		Name	Actual Time & Date			
Wednesday 9/4 Team Meeting	15 min	We thought it would be a quick meeting to get together and discuss our ideas/separate tasks for the project. We also talked about each of our strengths and interests going forward.		Brynn	30 min - 9/4			
				Nora	30 min - 9/4			
				Kyle	30 min - 9/4			
				Katelyn	30 min - 9/4			
				Micah	30 min - 9/4			
Construct an outline of the game.py file	1 hr	Estimate calculated based on the number of requirements needed for the project and thinking of how to organize it into a file.		Brynn	1 hr - 9/4			
Assign classes and divide the work	20 min	We thought everyone could pick and chose what they wanted to and felt confident working on.		Brynn	40 min - 9/4			
				Nora	40 min - 9/4			
				Kyle	40 min - 9/4			
				Katelyn	40 min - 9/4			
				Micah	40 min - 9/4			
Monday 9/9 Team Meeting	30 min	We scheduled 30 minutes to have this meeting before class.		Brynn	30 min - 9/9			
				Nora	30 min - 9/9			
				Kyle	30 min - 9/9			
				Katelyn	30 min - 9/9			
				Micah	30 min - 9/9			
Main function setup code	40 min	Based on needing to understand the steps for setting up a game as well as organizing the loop.		Brynn	40 min - 9/9			
Research and implement a Pygame concept of battleship	5 hours	This includes the entire R&D of the learning about Pygame (2 hours), seeing examples (1 hour), and structing and implementing a GUI for the game (2 hours)		Micah	2 hours - 9/7	1 hour - 9/12		
Main function game loop creation	60 mins	I was expecting to need to rewrite a few times as errors were encountered, and I wasn't exactly sure how we were going to keep player one and two separate in the same loop		Katelyn	40 min - 9/9			

Place_ships function code to prompt for orientation change and initial placement validation	20 min	Didn't think it would be too complicated of a class, and I thought I could complete it quickly.		Brynn	20 min - 9/9	40 min - 9/10		
Created a function to display the opponents board	20 min	Seemed to be pretty similar to what Nora did for her display board function just knew there would be a few tweaks		Katelyn	20 min - 9/9			
Create the ships class and choose_ships/load_types functions	40 min	Time to write the function as well as some in the moment testing.		Brynn	40 min - 9/10			
Place ships implementation	20 min	Time to implement the placing of a ship, along with some error detection. Seemed to be able to use some of the logic from the display ships function		Katelyn	40 min - 9/9	20 min 9/10		
Function to fire at the opponents board	60 min	Time to implementt a working version of a fire function that will look at the board and determine if the shot was a hit, miss, or sink, and alter the board accordingly. Also validate inputs		Katelyn	60 min - 9/10			
A version of the fire function	40 min	Implement a functional version of the fire function that examines the board to determine if a shot results in a hit, miss, or sink, and updates the board accordingly. Additionally, ensure that input validation is included.		Kyle	40 min - 9/10			
Change function in the switch players class	20 min	Time to write the function as well as some in the moment testing.		Brynn	20 min - 9/9			
	20 min	Needing time to fix a bug that was getting the player number stuck		Katelyn	20 min - 9/10			
Begin_turn and end_turn functions in the switchplayers class	20 min	Time to write the function as well as some in the moment testing.		Brynn	20 min - 9/9			
Implement the valid coordinate function.		Time to write the is_valid_coordinate function which checks whether a given coordinate is valid within a 10x10 Battleship grid. It ensures that the input is either 2 or 3 characters long, with the row being a letter from 'A' to 'J' and the column a number from 1 to 10, returning True if valid and False otherwise.		Kyle	20 min - 9/9			
Test Code	2 hrs	Extensive testing, during and post writing the code, allowing time to fix any errors encountered.		Brynn	1 hr - 9/9	2 hr - 9/10	1 hr - 9/11	

[illegible]