Task	Time Estimate	How was the time estimate calculated?		Name	Actual Time(s) and Date(s)			
Wednesday 9/18 Team Meeting	15 min	We needed to meet to prepare for our GTA meeting and discuss what we found with the team project we were given.		Brynn	20 min - 9/18			
				Nora	20 min - 9/18			
				Kyle	20 min - 9/18			
				Katelyn	20 min - 9/18			
				Micah	20 min - 9/18			
Wednesday 9/18 Team GTA Meeting	15 min	We need to meet with the GTA to do our demo for project 1 and discuss the issues we forsee with project 2.		Brynn	15 min - 9/18			
				Nora	15 min - 9/18			
				Kyle	15 min - 9/18			
				Katelyn	15 min - 9/18			
				Micah	15 min - 9/18			
Don't ask for orientation for a ship of size 1	15 min	An update the GTA suggested to make the code run more smoothly. Should not take long to implement.		Brynn	15 min - 9/20			
Add a scoreboard for the game	2 hr	Need to implement for a two player game and an AI game. This will update the players on the status of the game.		Brynn	1.5 hrs - 9/20	20 min - 9/25		
Create Opponent class for AI player	3 hr	Must update ship placing methods for AI player's ship and firing methods for each difficulty. Must reorganize utilize random module while modifying existing code.		Nora	1 hr - 9/20			
Create seperate game loop for one player game	1 hour	Adding in functionality to allow game loop to run with one player, and outlining functions to be used		Katelyn	1 hr -9/20			
Add the feature to clear terminal in between players and improve comments for readability	20 min	Understanding the code, where to modify code to add the functionality, and the labor of changing commentary.		Micah	20 min - 9/20			
Monday 9/23 Team Meeting	30 min	Need to discuss the state of the project and future steps to complete requirements		Brynn	30 min - 9/23			
				Nora	30 min - 9/23			
				Kyle	30 min - 9/23			
				Katelyn	30 min - 9/23			
				Micah	30 min - 9/23			
Work on AI placing ships method	2 hrs	Implement game setup method for the AI opponent. Must include checking bounds and available locations to place ship. These bounds check the edges of the boards as well as placing ships on top of each other.		Nora	1 hr - 9/23			

				Brynn	3 hrs - 9/23			
Work on AI Fire Medium Method	1 hour			Kyle	2 hrs - 9/23	20 mins 9/29		
players from double firing to a position they're already guessed	1 hour	This includes reformatting and reorganizing some code to function correctly, as well as implementing the logic to work for both 1-player, 2-player, and the AI opponent.		Micah	45 min - 9/23	20 min - 9/24		
Work on fire hard method	1 hour	Writing the function to allow th AI opponent to fire hard, which means hitting a ship every guess		Katelyn	20 min - 9/24			
				Brynn	45 min - 9/25			
		Discuss how to demo, making sure our tests work and errors are fixed, and create UML diagram for AI and new features		Nora	45 min - 9/25			
Team Meeting 9/25	45 min			Kyle	45 min - 9/25			
				Katelyn	45 min - 9/25			
				Micah	45 min - 9/25			
				Brynn	15 min - 9/25			
				Nora	15 min - 9/25			
Wednesday 9/25 Team GTA Meeting	15 min			Kyle	15 min - 9/25			
				Katelyn	15 min - 9/25			
				Micah	15 min - 9/25			
Testing and small adjustments	30 min	Look through code, play games with 1, 2, and 3 ships on easy, medium, and hard		Micah	30 min - 9/28			
Testing and adgustments	30 min	Look through the code and test on all of the game levels. Fix errors related to fire medium and the scoreboard.		Brynn	2 hrs - 9/29			
				Kyle	1 hr - 9/29			