# 4 Time Management Account

## 4.1 Changes in Estimates

Based on the summary report. A clear account of the initial activity/ time estimates and how these changed over time (over to you to avoid overlap with 2. above).

Initial, interim time estimation per activity

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Activity Name | Initial estimation (hours) | Interim estimation (hours) |
| 1 | Project Plan | 18 | 19.5 (Spent) |
| 7 | Analysis, Design and Testing | 38 | 44 |
| 16 | Programming | 180 | 120 |
| 21 | Testing | 40 | 30 |
| 24 | First Presentation | 30 | 30 (Spent) |
| 28 | Final Presentation | 30 | 30 |
| 32 | Final Report | 50 | 50 |

At the beginning we expect we will spend most of the time in programming, then Final report and testing but we actually overestimated the time for programming as we finish the core part of the system within a short period of time, for example we’ve only spent less than 18 hours to finish most of the Model classes which can work properly and demonstrate during the first demonstration.

According to our time spent breakdown table in the part 3 of this report, we spend less than we expect for most of the task. But there are some exceptional cases like the project plan we spent 19.5 hours while we expect it can be finished within 18 hours. As we can expect there will be some tasks which we will need extra time to finish so we didn’t allocate all 400 hours to our members but only 356 hours in total to allow some slack time for us to finish some overrun tasks. On the other hand our progress on programming is much faster than we thought. For example

## 4.2 Analysis

Graphs as floating figures, discuss what they mean in the narrative.

Analyses (graphic and narrative) of time spend by week/ activity/ member. Discussion of any time management decisions requiring departure from the 100 hours budget, e.g. choice to overspend to add value to the product, or the choice to spend the "ghost" budget of an absent (ill or dropped out) group member.

## 4.3 Reflection

Reflection on the effectiveness of time usage and management.