Time log - Second iteration

**Task:** Coding the main functionality

**Estimated time:** 3 Hours

**Actual time:** 2.5 Hour

**Explanation:** This application is pretty easy to code. The main functionality is very simple, the harder parts is fixing saving of the scoreboard etc. That was the major timesink as we had issues with both persistence and the changing of names and pushing down names in the scoreboard.

**Task:** Creating UML Diagrams

**Estimated time:**2 Hours

**Actual time:** 4 Hours

**Explanation:** Trying to decide how to actually design this application before coding it is quite tricky as you need a good idea how you want the application to turn out before writing a single line of code. It was actually a lot more work doing UML diagrams than I thought as there are many things to keep track of such as function calls, different types of diagrams and what you want to show with your diagrams. In the end, creating good sequence diagrams took a lot of time since I wanted to make sure that I covered all the function calls and interactions, but it is still hard to create these without actually writing code.

After you make the diagrams and start the coding according to your design, you might not be able to follow it due to some restrictions, which means that you have to do some alterations to the current sequence diagram, which takes additional time etc. It is a good tool to display functionality, but it takes a lot more time than you would think.