**Assumptions:**

|  |  |  |
| --- | --- | --- |
| **Player** | **Game time** | **Waiting time** |
| P1 | 40 | 0 |
| P2 | 60 | 20 |
| P3 | 20 | 40 |
| P4 | 30 | 60 |

**Game Time** = How long player is going to play

**Waiting Time** = How long player have to stay until his turn

**Game Play**

|  |  |  |
| --- | --- | --- |
| **Player** | **Game time** | **Waiting time** |
| P1 | 40 | 0 |
| P2 | 60 | 20 |
| P3 | 20 | 40 |
| P4 | 30 | 60 |

New game time=40-20

Once player play the game player get to end and game time will reduce by 20.

|  |  |  |
| --- | --- | --- |
| **Player** | **Game time** | **Waiting time** |
| P2 | 60 | 0 |
| P3 | 20 | 20 |
| P4 | 30 | 40 |
| P1 | 20 | 60 |

Once player completes game time player will removed from the list

**Adding a new player**

|  |  |  |
| --- | --- | --- |
| **Player** | **Game time** | **Waiting time** |
| P2 | 60 | 0 |
| P3 | 20 | 20 |
| P4 | 30 | 40 |
| P1 | 20 | 60 |
| P5 | 40 | 80 |

New player will be added to the last

**Removing a player**

After removing P4 schedule will look like this

|  |  |  |
| --- | --- | --- |
| **Player** | **Game time** | **Waiting time** |
| P2 | 60 | 0 |
| P3 | 20 | 20 |
| P1 | 20 | 60 |
| P5 | 40 | 80 |