Final Project Hour Log

Isabel Riches:

6 hours (meeting on Gathertown)
2.5 hours (researching rules of the game)
1.5 hours (looking at similar code on Github)
3 hours (setting up Colab and local software)
3 hours (additional software research and watching tutorials)
2.5 hours (setting up Anaconda/file cleanup)
2 hours (changing class deck pseudocode to runnable code)
1.5 hours (reading about Python and Anaconda)

4 hours (translating pseudocode, reading about card game code, Python research online)
2 hours (debugging)
1.5 hour (re-syncing Google Drive due to hack issues)

5 hours (coding, debugging, and translating more pseudocode)
1 hour (talking through code with Georgia)

3 hours (further expansion of the code, debugging)
2 hours (researching the print and return functions on Python)
2.5 hours (implementation of print and code clean-up)

1 hour (talking through code with Georgia)
4 hours (final debugging)
2 hours (prepping for demo and cleaning up code)

Georgia Harrington:

6 hours meeting on Gathertown
5 hours research
5 hours writing pseudocode

4 hours Github research
3 hours writing
3 hours editing

7 hours coding, debugging
1 hour talking through code with Isabel

4 hours re-writing

1 hour talking through code with Isabel
4 hours final debugging
4 hours prepping for demo and cleaning up code

3 hours debugging

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