Agile user story method: where Project 1 represents your inventory of projects

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Implementation | Game Setup | Playing the Game | Destroying a ship | Player’s view | Game End | Communication between one another |
| # of hours for implementation | 25 | 14 | 19 | 30 | 8 | 10 |

Disclaimer: \*This estimation came from looking at the detailed TimeAccounting Excel from project 1. The total hours worked on project one was 106 with 47 minutes. So, these estimations are not precise, just an estimation that was drawn up when looking at the excel time and what was being implemented during that time.

Estimation Account for project 2:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Implementation | Game Setup | Playing the Game | Sound Affects | Player’s view | Game End +Custom Addition | Communication between one another |
| # of hours for implementation | 25 | 13 | 20 | 20 | 15 | 10 |

* Game Setup takes about the same time or longer because it is not up to our standards.
* Playing the game needs to be restructured as well and we know how long we took in project 1.
* Sound Effects will take long because in project 1 when we were learning something new it took roughly a long time to learn.
* Player’s view will take less time because we know how to structure it now so we can condense that time it took us last project but it will still take a good amount of time because we would like to add features.
* The Game End and Custom Edition will take roughly around 15 hours because we would like to add features, we have not worked with yet and we know from the previous project that it takes time.
* Communication between one another will roughly stay the same because it worked well last project and we made it a priority to not clash our work when adding and committing to the github.

\*It is estimated that this project will take us around 103 hours to complete.