Group 14: Person-Hours Accounting

Group 14:	Justin		Alice		Thresa		Minwoo		Maggie	
Project 2	Time	Desctiption	Time	Desctiption	Time	Desctiption	Time	Desctiption	Time	Desctiption
2/15/2022										
2/16/2022										
2/17/2022	0:40	Projecct 1 Demo. Group meeting for Project 2 start.	0:40	Projecct 1 Demo. Group meeting for Project 2 start.	0:40	Projecct 1 Demo. Group meeting for Project 2 start.	0:40	Projecct 1 Demo. Group meeting for Project 2 start.	0:40	Projecct 1 Demo. Group meeting for Project 2 start.
2/18/2022										
2/19/2022										
2/20/2022										
2/21/2022										
2/22/2022										
2/23/2022										
2/24/2022	1:00	Group meeting + story points	1:00	Group meeting + story points	1:00	Group meeting + story points	0:30	Group meeting + story points	1:00	Group meeting + story points
2/25/2022	1:00	Began to familiarize myself with the code and began looking into UI for choosing number of special shots								
2/26/2022	3:00	Updated UI to allow for input of special shoots / opponent. Add special shot text and button. Github pull request setup	0:40	Writeup of Person Hour Estimate Accounting; Push to github			1:00	clone/review code		
2/27/2022			2:00	Review Project Documentation and code	1:00	Cloned GitHub. Read documentation. Reviewed Code. Played game.				
2/28/2022	1:25	Group meeting, reviewed code	1:40	Group meeting; Reviewing code	0:40	Group meeting	0:40	Group meeting		
3/1/2022	2:25	Reviewed documentation, merge sunk update, fix hit mark off the map, create pull request. Add hover for attacking tile	2:00	Study code base, add checkSunk method, start Medium AI (RandomCell Generator)					2:00:00 AI	Cloned GitHub. Reviewed and familiarized self with previous group's code. Created AI.js. Created outline of necessary AI functionality in AI.js.
3/2/2022			1:30	Finish Medium AI; experiment with UI			2:00	review code/merge commits/outline for feature		
3/3/2022	3:00	3x3 shot	0:30	Debugging			3:00	3-by-3 shot		
3/4/2022	1:20	group meeting, big shot bug fixes, testing	2:15	group meeting, commenting, AI-UI	0:30	group meeting	0:30	group meeting		
3/5/2022	4:00	Comment specShot, testing, bug fixes	6:00	Debugging (functioning easyAI interface), mediumAI edge cases, Medium AI integration	3:30	Reviewed all code files. Read through existing documentation. Made plan to finish documentation. Reviewed class notes of software architecture and wrote short essay for this project's SA	10:00	debug/medium ai/refactor/clean code	6:00	Tested functionality, worked on fixing small bugs for Easy AI/Medium AI. Began outlining Hard AI, continued to work to implement Hard AI
3/6/2022			0:30	Testing	6:00	Requirement Engineering Artifact. Code documentation. Submit all documentation to GitHub. Upload hours. Peer evaluation.	1:00	last minute double checking	2:30	Completed Hard AI function. Updated AI sunk message, initial transition message for AI, and player 1 instruction for AI play.
Sum of hours	17:50		18:45		13:20		19:20		12:10	
Total Hours	**81.08**									