

Group 14: Person-Hours Accounting

	Justin		Alice		Thresa		Minwoo		Maggie		
Project 1	Time	Desctiption	Time	Desctiption	Time	Desctiption	Time	Desctiption	Time	Desctiption	
1/28/2022	1:00	Team Meeting	1:00	Team Meeting	1:00	Team Meeting	1:00	Team Meeting	1:00	Team Meeting	
1/29/2022											
1/30/2022			0:45	project planning			1:30	qt documentation, project outline, planning			
1/31/2022	0:45	Planning & Github Setup	0:45	Meeting w/ Maggie - outlined classes and methods, started documentation.					0:45	Meeting w/ Alice - outlined classes and methods, started documentation	
2/1/2022					2:30	drafting UI, Qt setup, made Qt project, push to GitHub, update timesheet					
2/2/2022	0:30	Planning & Review of project materials					1:30	creating general structure, built testing environment, handling of type conversions			
2/3/2022	2:00	Makefile and bug fixes	0:40	Reviewed general structure code; identified other areas to be worked or improved on			1:30	bug fixes			
2/4/2022	3:20	Team Meeting, Bug fixes, added more info on print, work on edge cases, begin testing	0:40	Team Meeting	0:40	Team Meeting	0:40	Team Meeting	0:40	Team Meeting	
2/5/2022			0:50	Consolidated print methods, figuring out gitHub							
2/6/2022			2:00	add/test edge case for insertShip, welcomeMsg, upating ship insertion to insert numbers (prep for sinkStatus), requirement 1b					2:40	Created skeleton comment structure for all methods, began filling in comments and adding additional UI functionality for testing purposes	
2/7/2022	1:15	Looked into how to have player privacy by using 2 consoles	1:30	code review, created sinkStatus() method to meet requirement 3a, commenting	4:40	Learned how to use Qt GUI designer. Made start window, grid widget, and place ships widget *.ui/cpp/h with some functionality. Next, finish placeships, create player windows, and create gameplay window. Change "rotate" to "vertical"/"Horizontal"	1:00	Bug fixes	3:00	Fully commented Board.h, Executive.h, main.cpp, Board.cpp, and Executive.cpp. Signed up for GTA team contract meeting. Few minor code reverisons.	
2/8/2022	0:15	Bug fixes	1:00	Documentation for Board Class	5:30	Added player window and fight widget. Created signals/slots so widgets can talk to each other across windows. Added checks to enable/disable place buttons. Both users must finish placing ships before fight starts. Added comments. Noted TODO in PlaceShips for others to work on.					
2/9/2022	0:20	Bug Fixes/testing									
2/10/2022	2:10	Lab2,Lab3 Meetings, Meeting to discuss qt GUI, began taking a look at qt code	2:00	Team meeting - Lab 2, Lab 3. Meeting to discuss Qt GUI.	2:00	Team meeting - Lab 2, Lab 3. Meeting to discuss Qt GUI.	2:00	Team meeting - Lab 2, Lab 3. Meeting to discuss Qt GUI.	2:00	Team meeting - Lab 2, Lab 3. Meeting to discuss Qt GUI.	
2/11/2022	1:00	Attempted to start Qt merge	1:00	Documentation for Executive class, QT overview			1:00	qt documentation			
2/12/2022	3:15	Bug fixes, testing, added player privacy, edge cases, update comments	2:20	Studied Battleship QT, created partial documentation, updated final documentation (main.cpp)			4:00	Looked over qt / feasibility of integration, bug fixes, cleaned up code, mem errors	2:00	Summarized lab 2/3 notes, put in pdf. Hours estimate to PDF, prepared actual hours accounting for PDF.	
2/13/2022			0:30	add NoCollisions method, update relevant files, gitHub merging			0:30	Last minute checks/changes			
Sum of hours	15:50		15:00		16:20		14:40		12:05		

Group 14: Person-Hours Accounting

	Justin		Alice		Thresa		Minwoo		Maggie	
	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					4:30	Requirement Engineering Artifact. Code documentation (in progress...)	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		18:15		11:50		19:20		12:10	
	done		tbd		not done			done		tbd
					DOCUMENTATION CHECKLIST					
					done prior individual	documentation repository on GitHub document code functionally comments on new code				

Group 14: Person-Hours Accounting

	Justin		Alice		Thresa		Minwoo		Maggie		
					done prior	estimate of person-hours accounting					
						actual person-hours					
					X	Requirement Engineering artifact (custom addition)					
					X	Identify the software architecture					
						630					