

Project 2 - Person Hour Estimate

I. Agile Story Points

Reference Project	"Hello World" (EECS 168)	Fibonacci Sequence (EECS 168)	JavaScript Pie Chart (EECS 368)	Polymorphism (EECS 268)	Backtracking Maze (EECS 268)	Project 1 UI (EEC448S)
Point Value	1	2	3	5	8	13
Time per point (h:mm) *	0:30	1:00	1:30	3:00	4:00	6:30
	Add a sink status Method	AI User interaction	Documentation	Testing	Familiarize with CSS	Familiarizing with JavaScript program
	Peer Evaluation	Supershot spot validation	allow one player multiple shots if they hit a ship	Hard AI	Code Review	Understand JavaScript functionality
	Comments	Update UI to allow user to take "supershots"	Check Supershot edge cases.	Supershot Array update method	Easy AI	Medium AI
				Refactoring		
				AI Ship placement		
Category Total (h:mm)	1:30	3:00	4:30	15:00	12:00	19:30

- II. \*For time estimates, the times were derived through reviewing previous projects and averaging the time team members needed to implement the project at the time it was learned. For example, the "Hello World" project includes setting up the Linux system and Makefile to run on the school's cycle servers. Another example is the Backtracking Maze, a larger scale recursive project, was also more time intensive.

- III. Final Estimation: 55.5 hours