The team used a modified planning poker method to determine a basic difficulty level for the project tasks. The difficulty was set at levels from one to ten, based upon prior experience and the requirements and project architecture details. From there, the tasks were assigned to team members based on attempts to balance the level of difficulty amongst members, as well as each member’s level of experience and comfort with the tasks. From there, each member developed an estimated level of effort in hours for each task, based upon prior experience and any already existing concepts for the execution of the task.