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Assumptions:

- Chance of a question being asked
  - 1/1000000 - No Questions were asked
  - 1/10000 - Occasionally 1 was asked
  - 1/1000 - Usually about 2 questions were asked
  - 1/500 - Questions were asked fairly often
- The average lunch break took about 45 minutes
- Average Arrival was 8:15 am
  - Random value between 8 and 8:30 was chosen by each developer for when to arrive.
- Average Departure was 4:38 pm
  - Random values of when to arrive mean random values of when to leave.

Special Design:

- We used Timers for the Software Project Manager
  - We considered using this for the Devs and TLs as well, but decided to stick with what was already set and working.
- We created custom locks for the Developers and Team Leads
  - This solved the issue of them trying to do something while a question was being answered or asked
- We created a Condition Class for waits in the Developers and Team Leads
  - Helped with convenient waits that could be made on the fly for respective conditions to be met.