

Estimated and actual hours worked

Overview

Name	Stuff	Estimated hrs	Actual hrs
Jay Patel	CSS UI + testing	2	3.5
Arnav Jain	documentation + comments	1	1
Brett Balquist	Adding Audio	2	1.5
Tej Gumaste	Documentation	1	1
Daniel Neugent	AI engine	1.5	1.5

Note: All people had an extra 1 hour due to weekly meetings

Estimates

Jay's estimate: Finnicky nature of CSS and difficulty with UI along with working on someone else's project which may or may not work leads to an estimation of 2 hrs. This is an overestimation assuming something doesn't work

Arnav's estimation: Documentation took 1 hour last time so same estimation this time

Brett's estimation: Finding or making audio can have its own challenges, coupled with the fact that it is integrating to an unfamiliar codebase leads to an estimation of 2 hours

Tej's estimation: Writing the architecture can be time consuming, especially considering the code is not entirely by us. Thankfully the code base isn't too big so 1 hour estimation

Daniel's estimation: Creating the AI for it seems challenging, but the involves starting from scratch. This leads to an estimation of 1.5hrs

Actual

09/27

Daniel 09/27: Daniel spent 1.5 hours making the AI logic. The estimation was spot on as working from an empty file made everything a bit easier

09/29

Brett 09/29: Spent 1.5hrs writing getting the audio, integrating it, and integrating the AI. Getting the audio was easier than expected but reading other people's code was still a bit of a challenge.

Arnav 09/29: Spent 45m writing documentation and comments. His familiarity with the documentation lead to it being a bit faster than expected.

09/30

Tej 09/30: Spent 1hr writing about the architecture and creating a graphic. Since JavaScript was used, understanding the code was relatively easy and only took 45m. Making the graphic took longer than expected due to unfamiliarity with the graph software.

10/01

Jay 10/01: Spent 3.5hrs working on CSS. This took much longer than expected because Jay went above and beyond when it came to the UI. We had accounted for CSS being hard, but we did not account for a complete overhaul of the old UI. The hard worked paid off though as the UI is super nice.

10/02

Arnav 10/02: Arnav spent like 15m updating the documentation and making sure everything looked a-okay. Also had to fix the comments a little bit.