Agile user story method: where Project 1&2 represents your inventory of projects

Time Account for project 1:

| Implementation | Game Setup | Playing the Game | Destroying a ship | Player's view | Game End | Communication between one another |
|---|---|---|---|---|---|---|
| # of hours for implementation | 25 | 14 | 19 | 30 | 8 | 10 |

Time Account for project 2:

| Implementation | Game Setup | Playing the Game | Sound Affects | Player's view | Game End +Custom Addition | Communication between one another |
|---|---|---|---|---|---|---|
| # of hours for implementation | 18 | 10 | 16 | 14 | 15 | 10 |

Time Estimation for project 3:

| Implementation | Animated User | Responses | Theme | Mobile App | Added features like sound affects/ cline-side | History | Communication between one another |
|---|---|---|---|---|---|---|---|
| # of hours for implementation | 8 | 9 | 3 | 15 | 4 | 3 | 4 |

- Project 3 will take approximately 46 hours to complete.
  - o Since it is the prototype, we assume it will take a little more than half of the time to complete than project 2.
  - o We all have a basis of each other's strengths and weaknesses and know how long new things will take to learn.
  - o The features of our app are well constructed and the vison for our project is realistic and organized.

Estimation for Individual Time:

| Team Member | Time for project 1 | Time for project 2 | Role for project 1&2 | Time Estimation for project 3 prototype |
|---|---|---|---|---|
| Miriam | 18:00 | 10:00 | Documentation + Setup | 6 |
| Katelyn | 19:15 | 13:00 | Front end | 6 |
| Joshua | 21:30 | 11:00 | Back end | 11 |
| John | 34:00 | 22:00 | Back end | 11 |
| Aidan | 10:30 | 20:00 | Front end | 6 |

- As the projects continue, we know what everyone is good at doing and we assume this project will take less time individually as well.
- Looking at the times provided for the tasks and roles we have all done throughout the previous project we can make an estimation of how long we will take.
- We know how long we can take to learn new implementations, design the project, etc.