

Agile user story method: where Project 1, 2, & 3 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 Account for project 3:

Implementation	Animated user	Responses	Theme	Mobile App	Added features like sound affects	History	Communication with one another
# of hours for implementation	6	8	3	9	5	8	5

Time Estimation for project 4:

Implementation	Animated user	Responses	Theme	Mobile App	Added features like sound affects	History	Communication with one another
# of hours for implementation	12	16	6	17	10	15	8

- Project 4 will take approximately 84 hours to complete
  - Since this is the final product for the product, we assume it will take slightly more than half of the amount of time that project three took.
  - Through the semester we have learned each other's capabilities and weaknesses.
  - The documentation and skeleton we built for project 3 will help us tremendously in figuring out our project and being able to work through it.
  - A lot of the groundwork for our project was already made.

#### Individual Time:

Team Member	Time for project 1	Role for project 1	Time Estimation for project 4
Miriam	18:00	Documentation + Setup	10
Katelyn	19:15	Front end	11
Joshua	21:30	Back end	24
John	34:00	Back end	27
Aidan	10:30	Front end	12

- Individual time:
  - Without accounting for the total time our team will spend on communicating, this project will take around 84 hours to complete.
  - This Estimation was drafted from the previous projects and just knowing everyone's strength and weaknesses. With this insight we were able to predict how long each step would take.
  - The past project was tremendous help since it was building the skeleton for it.