Project 2 Person-Hours: Estimates and Actuals

Estimated Person-Hours

This section describes the estimated person-hours for each task, the description of each task, and how those tasks are assigned to team members.

Task Descriptions:

1. Refactoring: Refactor the code so that it meets Project 1 requirements
2. UML Diagram: Design the custom addition feature and develop the corresponding UML diagram
3. Implementing AI: Implement the 3 different AI difficulties
4. Implementing Custom Addition: Implement the custom addition feature in the code
5. Testing and Debugging: Test the entire game, including human & AI opponents, as well as the custom addition
6. Documentation: Provide hour estimates and draft and revise system documentation

Task Estimate Gantt Chart

Below is a Gantt chart that shows the estimates of each task in addition to the team members responsible for different stages of the project.

Hours / Task	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1. Refactoring: **4 hours**	Abir	Abir	Abir	Nikhil											
2. UML Diagram: **3 hours**			Shad	Rahul	Nikhil										
3. Implementing AI: **4 hours**						Nikhil	Nikhil	Nikhil	Abir						
4. Implementing Custom Addition: **4 hours**						Shad	Shad	Greg	Greg						
5. Testing and Debugging: **6 hours**									Rahul	Rahul	Rahul	Rahul	Greg	Shad	
6. Documentation: **4 hours**	Greg												Shad	Greg	Abir

Final Estimate for Person-Hours

According to the Gantt chart above, the project will take a total of 25 person-hours. This is derived by adding hours taken for tasks 1 through 6 (Task #1 + Task #2 + Task #3 + Task #4 + Task #5 + Task #6 = 4 + 3 + 4 + 4 + 6 + 4 = 25 hours). Since we have 25 hours to divide among 5 team members, **each team member is assigned 5 estimated person-hours**. The breakdown of tasks and person-hours is already seen in the Gantt chart above.