Initial Estimate Summary:

Project 4 took approximately 100 hours to complete which includes designing the website more, creating Snake game from the scratch and editing Tetris (adding score and displaying ‘Game Over’ message at the end). Test suite was created for Tetris and Pong. Website was created using HTML and CSS whereas all the 3 games were created using Python and Pygame.

Actual Summary:

We started the project on 9th April where we did group meeting to discuss how to start the project 4 and planned it properly on Discord group meeting (an hour each for 2 days). Later, for the next 2 days we worked on learning the python as it was a new language for all 5 of us. We learned python basics, how to use Pygame. We also did more research (4 hours each) on the more attributes of HTML and CSS properties. We wrote small codes and ran it and learned from it. Various websites and GitHub repos helped us more to understand the Python code. Later, we had group checking (30 mins each) and final planning (2 hours each) where we helped each other to answer the questions regarding project 4 and learning python, we also divided the project 4 tasks among us. Tucker and Diego started working on creating snake game (6 hours each). Meanwhile Yuying, Priyal and Aubrey worked on developing the website more (nearly 2.5 hours each). Lastly, we met for giving the final touch to the project where we did documentation, creating test suites etc. (3.5 hours each). Later, everyone finished giving the final touch to the project. Aubrey gave the final touch to the website graphics, Diego created test suite of Pong, Yuying and Priyal worked on adding the score to the Tetris and later, Yuying created test suite of tetris, and Tucker gave final touch to Snake game by removing bugs. On the last day, we met on Discord again to create the presentation and record the video of the presentation. We also proof read all the documentation (3 hours each).