Finishing the prototyped code/program: **14 hours total**

Finishing the games/adding new games: **8 hours**

Bug fixes/tracking bugs: **3 hours**

Testing the games: **3 hours**

Documentation: **12 hours total**

Commenting code: **1-2 hours**

Writing Essays: **4 hours**

Recording video and putting together the recordings: **8 hours**

Estimation of total amount of time: **26 hours**

We arrived at this estimation of man hour after looking at our project 1 and looking at what we prototyped in project 3. In project 3 we ran into some issue with one of our games, so we allotted more time for bug fixes that we did in project 3. We finished most of the games in project 3 so we didn’t have too much to work on with the games included in the prototype, but we wanted to add more games, so we allotted for more time in coding and adding new games than any other part of our project besides the video recording. Since no one in our group had ever really put together a video presentation before we expect it to take us the longest out of any other part of the documentation. As we have done code commenting before with any other project we believed that it would take a small amount of time whereas the essays we allotted for around and hour for each essay.