Deciding what models/designing the models: **2 hours**

Prototyping the Games: **6 hours**

Combining the Games: **2 hours**

Testing the games **2 hours**

Documentation: **2 hours**

Team meetings **1 hour x 2 meetings = 2 hours**

Estimation of total amount of time required: 18 hours

We arrived at this estimation of man hours after having decided on what to make for our project. We didn’t allot for a lot of time coding the games as everyone in the group had experience with C++ and none of the games that had been tossed around as recommendation seemed to be very hard to code. Likewise, for combining the games and testing them. The games were designed to be able to be plugged into the game’s menu. After our first project in which we designed battleship in C++ we felt as if we had a very good grasp on how to setup the games so that they weren’t very hard to integrate. A small amount of time was allotted for Documentation because we are going to use the approach of commenting the code and detailing what it is doing within the code. The first team meeting was used to decide what we would be doing for the project and we planned on using the second meeting to solve bugs or throw out suggestion for games/coding problems. Overall compared to other projects that we have worked on we do not think that this project will require a lot man hours since we are prototyping the game and we do not think that the LOC will be over 1000 making it a small project comparatively to project 2.