# Handout Softwareengineering

Teamname: LogicGame

### Teammembers:

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#### Time Sheet:

## Tim:

tim-far	<b>37h</b> 00m
LG-84 Graphic Design	<b>4h</b> 00m
LG-82 Creating final presentation	<b>4h</b> 00m
LG-77 Implementing Metrics	<b>3h</b> 00m
LG-1 Create Main Menu	<b>4h</b> 00m
LG-64 Creat Unit Tests	<b>3h</b> 00m
LG-74 Apply Design Patterns	<b>3h</b> 00m
LG-69 Refactoring Code Tim	<b>4h</b> 00m
LG-52 Create Overall UCS	<b>3h</b> 00m
LG-53 Create Sub-UCs for Overall UC	<b>2h</b> 00m
LG-48 Rework 3 Usecases	<b>2h</b> 00m
LG-42 Creating UML-Diagram	00m
LG-29 gherkin .feature files	00m
LG-2 Create Level Selector	<b>4h</b> 00m
LG-46 Creating SA-Document	<b>1h</b> 00m
LG-37 Creating Time Tracking	00m
LG-8 Connect GitHub to Youtrack	00m
LG-20 Set Up Github	00m
LG-19 Install Tools	00m
LG-27 UCS and UCD	00m
LG-25 SRS and UCD	00m

#### Marcel:

Summa1337	<b>33h</b> 00m
LG-83 Creating APK from Unity files	<b>2h</b> 00m
LG-80 Creating final presentation	<b>4h</b> 00m
LG-78 Updating Youtrack	<b>2h</b> 00m
LG-73 Create Peer Reviews Week 7	<b>1h</b> 00m
LG-76 Optical Design	<b>4h</b> 00m
LG-62 Create Peer Reviews Week 4	<b>1h</b> 00m
LG-65 Peer Reviews Week 5	<b>1h</b> 00m
LG-67 Refactoring Code Marcel	<b>4h</b> 00m
LG-71 Create Peer Reviews Week 6	<b>1h</b> 00m
LG-57 Creating Peer Reviews	<b>1h</b> 00m
LG-59 Updating Youtrack	<b>1h</b> 00m
LG-58 Updating Youtrack	<b>1h</b> 00m
LG-56 Creating Peer Reviews	<b>1h</b> 00m
LG-49 Final Presentation	<b>3h</b> 00m
LG-47 Rework SAD	<b>1h</b> 00m
LG-43 Peer Review Week 9	<b>1h</b> 00m
LG-44 Creating SA-Document	<b>3h</b> 00m
LG-38 Peer Review Week 8	<b>1h</b> 00m
LG-39 Peer Review Week 7	00m
LG-35 Peer Review Week 6	00m
LG-34 Peer Review Week 5	00m
LG-33 Peer Review Week 4	00m
LG-32 Peer Reviews Week 3	00m
LG-31 Peer Review Week 2	00m
LG-30 Peer Review Week 1	00m
LG-13 Creating Issues	00m
LG-22 Set Up YouTrack	00m
LG-28 UCS and UCD	00m
LG-24 SRS and UCD	00m
LG-18 Install Tools	00m

## Max:

Max		<b>31h</b> 00m
LG-81	Creating final presentation	<b>4h</b> 00m
LG-79	Creating final blog entry	<b>2h</b> 00m
LG-72	Create Blog Entry Week 7	<b>1h</b> 00m
LG-75	Implementing Draw Lines	<b>4h</b> 00m
LG-63	Create Test Sheet	<b>3h</b> 00m
LG-61	Blog entry Week 4	<b>1h</b> 00m
LG-66	Create Blog Entry Week 5	<b>1h</b> 00m
LG-68	Refactoring Code Max	<b>4h</b> 00m
LG-70	Create Blog Entry Week 6	<b>1h</b> 00m
LG-60	Create Graph	<b>1h</b> 00m
LG-51	Blog entry Week 3	<b>1h</b> 00m
LG-55	Calculate Function Points	<b>3h</b> 00m
LG-54	Creating Riskscope	<b>1h</b> 00m
LG-50	Blog entry Week 1 & 2	<b>1h</b> 00m
LG-45	Creating SA-Document	<b>3h</b> 00m
LG-41	Creating Blog Entry Week 7	00m
LG-40	Blog Entry Week 6	00m
LG-11	Creat Blog Entry	00m
LG-36	Create GANTT Chart	00m
LG-10	Blog entry week 2	00m
LG-12	Blog entry week 3	00m
LG-14	Blog entry week 4	00m
LG-15	blog entry week 5	00m
LG-16	Assign Teamroles	00m
LG-23	SRS and UCD	00m
LG-6	Blog entry week 1	00m
LG-26	UCS and UCD	00m
LG-17	Install Tools	00m

## Overall UCD

