

Timesheet for Project 2

Task	Status	Developer Name	Time Estimate/Real Time Spent	Date(s)
Create project timesheet	Launched ▾	Ethan Doughty	Estimate: 0.5 hour Real: 0.5 hour	9/25
Edit other group's documentation, make additions	Launched ▾	Ethan Doughty	Estimate: 1 hour Real: 1.5 hour	Start: 9/25 End: 9/29
Meetings	Launched ▾	All members	Real: 1 hour	9/18, 9/25
Create project fork	Launched ▾	Vy	Estimate: 0.25 hour	9/28
Create random ship placement function for AI opponent	Launched ▾	Vy	Estimate: 1 hour	9/28
Create easy difficulty mode (Fire randomly)	Launched ▾	Vy	Estimate: 0.5 hour	9/28
Create medium difficulty mode (fire randomly, then orthogonally when ship is hit)	Launched ▾	Vy	Estimate: 2 hour	9/28
Create hard difficulty mode (hits every turn)	Launched ▾	Vy	Estimate: 0.5 hour	9/28
Create UML diagram for custom addition	Launched ▾	All members	Estimate: 0.25 hour Real: 0 hour	9/25
Add custom addition (Must make 3 shots in a row before shooting)	Launched ▾	Aiden Murphy	Estimate: 1 hour Real: 3 hours	Start: 9/29 End 9/29
Test custom addition	Not started ▾		Estimate: 0.5 hour	
Prologue comments	Not started ▾		Estimate: 0.25 hour	
Finish documentation	Launched ▾	Ethan Doughty	Estimate: 0.5 hour Real: 0.25 hour	9/29
Easy, Medium, and Hard difficulties testing and debugging	Launched ▾	Jack Pigott Vy Daniel Bobadilla	Estimate: 0.5 hour Real: 2	Start 9/29