

Category	User Story	Game Context: Light Game	Studio 42	Estimated Effort (hours)	Priorities(low 1 - high 3)	Motivation for priority	Actual Effort	Done by	Done (yes/no)	Notes	Lesson Learned	Improvements for future sprints
		Task	Responsibility									
Deliverables		CHI-PLAY paper 4-page draft	Martin, Mitchell	3	2	Our main focus this week will be on finishing and polishing our code / game since this must be done by the end of the week. Thus this is not our primary goal now.	3	Martin	yes			There are no future sprints
		CHI-PLAY video script	all	4	2	Our main focus this week will be on finishing and polishing our code / game since this must be done by the end of the week. Thus this is not our primary goal now.	0.5	Mitchell	yes			-
		Final presentation preparation	all	6	3	During the final presentation we must present our game as clearly as possible, explaining the various aspects that define our game, as well as giving a fully working demonstration.	6	Mitchell, Liam	yes			-
		Draft final report	Martin, Mitchell	4	2	Our main focus this week will be on finishing and polishing our code / game since this must be done by the end of the week. Thus this is not our primary goal now.	5	Martin, Mitchell	yes	Only section that we couldn't really fill in yet was the part on interaction design, because of the lack of playtesting		-
		Final emergent architecture design	all	3	3	Since this is the final version, all points of the received feedback must be dealt with. We have to fix everything that is still missing, or incomplete.	4	Mitchell	yes			-
		Individual project skills essay	all	2	2	Our main focus this week will be on finishing and polishing our code / game since this must be done by the end of the week. Thus this is not our primary goal now.	3	all	yes			-
Player tracking	When I enter the game, I want to be recognized as a player	Player tracking	Jorai, Liam	12	3	This component enables us to keep track of players on the field, as well as assigning an individual colour to all participants, rather than one global colour.	14	Jorai, Liam	yes	Works pretty well. The only real issue is still that the input from the camera layer has inaccuracies, overlapping circles, etc.		-
	As a player, I want to be able to accurately pick the width of the trail I'm drawing	Brush size increments using thresholds on player circle	Martin, Mitchell	3	3	Since we want players to paint as accurately as possible, we want to make use of several "brush size thicknesses". Scaling the thickness directly to the boundingbox the player leads to inaccuracy, because even the slightest change in size will also influence the brush width.	0.5	Jorai	yes	This is implemented, yet should still be calibrated for each/a particular game setup		-
Code quality improvement		Final input SIG	all	4	3	With the SIG feedback, we will be able to improve the quality of the code itself. This leads to a better final product.	0.0	-	no	This should still be done as we haven't received the final SIG feedback.		-
Testing		Increase test coverage	all	3	3	For this last week, we want to get as much coverage as possible, aiming to find some (very) small bugs that might be still in the game.	1.0	Jorai	yes	This was done, but since we didn't add a lot of code, rather removed redundant code, there were not that many useful tests to write.		-