User Story	Task	Responsibility	Estimated Effort (hours)	Actual Effort	Done (yes/no)	Notes
	Game Context: Light Game	Studio 42				
	Update the emergent achitecture design.	Mitchell	1	0,5	yes	-
	Product Planning Final version	Martin	2	2	yes	-
As a user, I want to play this game with my own body movements instead of a keyboard	Feature detection of foreground objects	Liam	3	4	yes	Took a long time to find a way of doing it in a realtime time constraint, however this might not be the way we want to actually do it in the end.
	Implement using optical flow for detected foreground objects	Mitchell, (Ike)	1	1	no	Ran in to problems with the internal types of opencv between the c and the c++ api, we know how to solve this but that hasn't been done yet, because we were looking at other techniques.
	Convert optical flow output to PlayerMovement objects	Liam	3	0	no	see above.
	Implement background noise cancelling	Jorai, (Liam)	2	0.5	yes	a better learning rate on the background substractor solves this for now, however in our final setting a more sophisticated method for this might be more appropriate and could even give better results
As a user, I want to be able to change my painting colour and blend colours together, and change my brush size	Set Up a skeleton to provide for Motion Templating.	Liam	4	3	yes	Motion templating looks more promising for our problem than optical flow. Thats why this was added mid sprint
	Implement colour selection and opacity adjustments in keyboard interface	Martin, Ike	3	6	yes	Done by Martin, Ike and Mitchell. Took longer than expected to find a method that enabled blending colours when drawn on top of each other.
As a user, I want to hear sounds and music as I play the game	Add music and sound effects to the game.	Ike	1,5	0	no	Other tasks were more important.