Sprint Reflection #1	Game Context: Light Game	Studio 42				
User Story	Task	Responsibility	Estimated Effort (hours)	Actual Effort	Done (yes/no)	Notes
	High level UML to have an overview of component structure of the game.	Jorai	1,5	0,5	yes	The high level structure was easier to specify since we already talked about it with the group
	Choosing number 1 concept (based on preliminary feedback)	All	0,25 (15 min)	0,25	yes	The feedback was very convincing
The client wants to see the first renders of the projections on my screen	Familiarising yourself with the game engine	All	Couple of hours	1	no	Was done partially by certain group members, but the choice of game engine was not completely certain until the end of the sprint
	Set-up first rendering through the game engine	Jorai	2	3	yes	This also included setting up the maven project structure, so the amount of actual effort comes from that
	Expanding number 1 concept (before pitch)	Liam	1	3	yes	Everybody joined in on this one and there is still work to be done here, but for the pitch purposes this was done.
	Deciding on jMonkeyEngine vs LibGDX	All	0,5	0,5	yes	We will be using LibGDX
	Creating gameplay definitions document	Ike	0,5	0,5	no	We started this, but decided that this document will be merged with the Product Vision
	Describing basic level layout	Liam	0.25		no	We chose a concept without real levels.
	Create first basic assets	Martin	1	1	no	Instead, we have a basic concept of what the game looks like, and how players are supposed to interact on the field, regarding the visuals. The basic attests weren't necesary.
	Familiarising with animations in chosen engine	Mitchell	1,5	0	no	Moved to next week
	Summarise necessary sound effects/music	Ike	0,5	0,5	yes	
	Logo and/or name concepts	Mitchell	0,25	0,5	yes	
	Looking into useful additional testing frameworks	Liam	0,5			