User Story	Task	Responsibility	Estimated Effort (hours)	Actual Effort	Done by	Done (yes/no)	Notes
	Game Context: Light Game	Studio 42					
	Update emergent architecture design	Mitchell	1				
	First playable spikes	all	-				
As a user, I want to be able to intuitively blend colours together	Improving color blending	Martin, Ike	2	5	Ike, Martin	yes	Was completed and then changed/improved mid week.
As a user, I want to hear sounds and music as I play the game	Add music and sound effects to the game.	Ike (Martin)	1	1	Martin	no	Was removed because this became very annoying and increased loading times. (Can be instantly added again. Mute option recommended)
As a player, I want to play with my friends	Add multiple players to demo, and add colour assigning to each player	Mitchell	3	4	Mitchell	yes	we had a drawablepixmap for each player, but we changed it to one for all players
As a player, I want to play the game using my body	Create infrastructure for image processing to core layer	Liam	10	3	Liam	no	did research on how to do this from the c++ code thats running the image recognition at the moment, however more time was needed to hand in the first playable spikes, therefore this will need to be done next sprint.
As a player, I want the game to look good	Improve game layout, graphics and painting style	Martin (Ike)	2	3	Martin, Ike	yes	Added list over white canvas, radius change implemented
	Create more tests for all aspects of the game	all	-			yes	
				3	Liam	yes	Wrote the first set of initial test for the game achieving around 34% coverage
				1	Ike	yes	Wrote tests for the Colour class
				1,5	Mitchell	yes	Wrote tests for Player class and KeyboardInputProcessor
	Improve the 'smarter' image recognition algorithm	Liam, Jorai	2	4	Liam	yes	Not Perfect ,yet however the blobdetection alogrithm has been tweaked with parameters to reasonable levels, now focussing on taking this to actually make a full circle