Sprint Plan #2	Game Context: Light Game	Studio 42	
User Story	**Task**	**Responsibility**	**Estimated Effort (hours)**
The user should be able to see paint he applied to the canvas	Familiarising with animations in chosen engine	Mitchell	1,5
	Display brush strokes from render input on a window through libgdx	Ike, (Jorai)	2
The user wants the game to be input device independent	Define abstract input interface for the engine.	Jorai	0.5
The user wants to be able to use the keyboard to generate input for demo and test purposes	Keyboard implementation to create input.	Martin, Ike	3
	Choose a motion detection library.	Liam	2
The user wants to input by waving his hands	Set up initial motion detection capabilties.	Liam	6
	Find a way to connect a camera to the motion detection software.	Mitchell	2
	Product planning draft version	Ike	1,5
	Product vision final version	Martin	2
	Peer review	all	0,25
	Update the emergent achitecture design.	Mitchell	1