		Game Context: Light Game	Studio 42					
Category	**User Story**	**Task**	**Responsibility**	**Estimated Effort (hours)**	**Actual Effort**	**Done by**	**Done (yes/no)**	**Notes**
								General Note: Due to mid term exams we had a lot less time than anticipated. We didn't really take this in to account when creating the sprint plan
		Fix a setup for the game (location, camera, etc.)	all				no	But camera has been aquired
		Map OpenCV coordinate system to the game engine coordinate system.	Ike	4			no	See general note
Player Tracking	When i enter the gamefield i want the game to recognize me as a player	Detect new players entering the game.	Liam	15			no	See general note
	When i wave my arm the brush stroke should register as mine	Make a coupling between detected arm movements to a certain player.	Ike, Martin	10			no	See general note
	I want to be able to walk around and have my own selected colour.	Bind colours to the players.	Mitchell	3			no	See general note
	The code handed in should be in java, unless a very good reason exsists that java won't work	Rewrite OpenCV processing to Java bindings or find arguments against using the Java bindings	Liam	6	8	Jorai	yes	The code is translated to java
		Make image processing code able to read screen/camera dimensions from the engine	Jorai	0,5			no	Since we translated to have the screen dimensions from the java classes can be used
Create JNI bindings to make C++ image processing communicate with the game engine in case we won't be using the OpenCV Java bindings .	I want both modules to work together	Make main C++ code to start the JVM for the game and the image processing in the same process but in different threads	Jorai	1			no	We translated to java, so it was not nessecary
	The modules should create a playable version of the game	Make image processing code able to communicate movements to the engine	Jorai	4			no	We translated to java, so it was not nessecary
	When i wave my arm the engine should detect this as a brush stroke	Turn detected movements into actual brush strokes for the engine.	Mitchell	8			no	See general note
		code quality control for SIG	Jorai	1			yes	
		mid term presentation	Mitchell	2	3	Mitchell	yes	Went through a couple of rewrites
		update emergent architecture design	Mitchell	1	2,5	Mitchell	yes	creating the graphic took longer than expected
		Improved test coverage of classes InputprocessorTest, KeyBoardMovementTest, ColourTest and DrawablePixmapTest	Martin, Ike, Liam	3	3	Martin, Ike, Liam	yes	Overall testcoverage is now 60%