Sprint Reflection #2	Game Context: Light Game	Studio 42				
User Story	Task	Responsibility	Estimated Effort (hours)	Actual Effort	Done (yes/no)	Notes
	Familiarising with animations in chosen engine	Mitchell	1,5	1,5	yes	
The user should be able to see paint he applied to the canvas	Display brush strokes from render input on a window through libgdx	Ike, (Jorai)	2	2	yes	Combining the input with the actual rendering took most of this time
The user wants the game to be input device independent	Define abstract input interface for the engine.	Jorai	0,5	0,5	yes	Creating the interface didn't take long, coupling it to the rest of the program took a little longer.
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	4	yes	Took more time than expected, but got finished in the end.
	Choose a motion detection library.	Liam	2	2	yes	Native java alternatives were not comparable to quality of opency, however the java bindings to opency aren't that great. therefore there is cpp code in the repo to speed up development
The user wants to input by waving his hands	Set up initial motion detection capabilities.	Liam	6	8	yes	
	Find a way to connect a camera to the motion detection software.	Mitchell	2	0,5	yes	
	Product planning draft version	lke	1,5	2	yes	Mostly Mitchell, layout by Martin
	Product vision final version	Martin	2	2	yes	
	Peer review	all	0,25	0,25	yes	Done by everyone.
	Update the emergent achitecture design.	Mitchell	1	1	yes	