Category	User Story	Task	Responsibility	Estimated Effort (hours)	Priorities(low 1 - high 3)	Actual Effort	Done by	Done (yes/no)	Notes	Lessons Learned	Improvements for future sprints
				Game Context: Light Game		Studio 42					
		Testing gameplay	all	3	3	5	all	yes	We tested longer because we felt it would reflect our game and how it plays better that way		Drawing the circles in there actual size isn't ideal. It is better to have predetermined sizes.
		Increase test coverage	all	3	1	5	all	yes	Test coverage now around 60%		There are still classes that can be tested, so we will improve the total test coverage some more.
	As a player, I want to be able to draw on the canvas	Players leave a trail of paint when they move.	Martin, Mitchell	10	2	8	Martin, Mitchell	yes	A new drawing method for circles was created. This allows the player to draw better.	Drawing rectangles/squares gives to much of a rigid look. If players want to draw diagonally with rectangles it looks bad. Circles give a much smoother result	We will set thresholds for various line widths, so players are able to draw more accurately. (Now the trail width corresponds to the radius the players themselves create, but we want to limit the width to just a few different options.)
		Setup interface to handle the output of the image processing for core layer	Martin, Mitchell	8	3	6	Martin, Mitchell	yes	We use the center of a player and the radius instead of the start of movement and end of movement. Since we don't detect arm movement specifically, the start and end of movement have become obsolete.		
	When I enter the gamefield I want the game to recognize me as a player	Detect new players entering the game	Liam	10	3	8	Liam	yes	a very naive approach was taken for this in this sprint, if playtesting shows problems with the approach a more profound algorithm may be needed		improve the algorithm to work better in edge cases
		Finish imageprocessing	Jorai, Liam	12	3	12	Jorai	yes	Most of the time was spent on researching/testing what chain of image-processing methods/algorithms produced the most acceptable result.	When going against the problem of image-processing (for the first time), it's best to not approach it too ambitiously from the get-go, as you will then most likely struggle to even complete your basic requirements. The better way is to start with something simple and work your way upwards from that.	We could tweak the thresholds and algorithm parameters some more, to produce even better results.
		Code refactoring	Jorai	8	2	4	Jorai	yes	Refactoring the code went pretty smooth. I knew what needed refactoring and didn't encounter any particular issues.	-	-