

Task ID	Description	Class	Justification
T49	Writing report	Small	~2 pages
T50	Lead tour 5	Medium	Preparations + time taken
T51	Dev-tool: Creating a matrix of method calls	Medium	Find suitable project, understand how it works, and use the right objects to create a matrix.
T52	Task 13, making toolchain echo relevant info	Small	Time taken
T53	Making smce-gd run custom libsmce backend	Medium	Complexity, troubleshooting, time taken
T54	Task 16 - other	Medium	Fix, plugin manifest, create test io files, a lot of fixes once we could get responses in console from running scripts in godt
T55	Task 16 - Use Plugin manifest to enable use of Arduino Graphics	Small	Lots of code reading, trying to understand how plugin manifests works and how it connects to the rest of the system.
T56	Task 16 - Implement the MKRRGB display	Medium	Several hours spent on code reading and comprehension. Required to get knowledge on how the system downloads github projects and implements them to the rest of the system using library patches
T57	Task 16 - Add frontend display graphical component in Godot	Medium	Learn about gd script and try to combine this with the existing implementation of a camera to create the fontend part of the screen
T58	Task 16 - Transfer framebuffer from smce-gd to godot	Small	Time taken due to weird errors that are hard to track down, some time spent with stakeholders trying to fix this.
T59	Task 16 - Expose framebuffer to Arduino plugin	Medium	20+ hours spent on code comprehension, how the boardview interacts with the rest of the system. Trying to understand what can, and cannot be exposed to the rest of the system.