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Milestone Checklist for Input Library

Milestone #1

1. A user will be able to use my library alongside the following external libraries:
   * SFML
   * SDL
   * GLFW
   * Windows API with XInput
2. A user will be able to use keyboard, mouse, and joystick devices as input devices.
3. A user will be able to utilize the following built in features of my library via command prompt:
   * Debugging
   * Monkey

Milestone #2

1. A user will be able to utilize the following built in features of my library:
   * Plug and Play Detection
   * Input Logging
   * Replay
   * Button Mapping
2. A user will be able to view example code/demos of the features above.
3. A user will be able to swap which external library they are using as the active window.

Milestone #3

1. A user will be able to view example code/demos of the following advanced features that can be created using my library:
   * Combination Detection
   * N-Grams
   * Virtual Controller
   * Single Source Rewind

Stretch Goals:

* A Demo that allows a user to swap between SFML, SDL, GLFW, and Windows API without interrupting input.
* Small playable game(s) that utilize(s) all the features of my library.