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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
2. A user will be able to use the following as input devices:
   * Keyboard
   * Mouse
   * Gamepad
3. A user will be able to utilize the following graphical display to interact with the library features:
   * ImGui
4. A user will be able to utilize the following built in features of my library via command prompt:
   * Input Detection
   * Debugging

Milestone #2

1. A user will be able to utilize the following built in features of my library:
   * Plug and Play Detection
   * Virtual Controller
   * Input Logging
   * Monkey
   * Key/Button Mapping
   * Combination Detection
   * Stat Tracking
2. A user will be able to view example code/demos of the features above.

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:
   * N-Grams
   * Replay
   * Single Source Rewind
   * Pattern Recognition

Stretch Goals:

* Integration with Windows API (XInput) and Unity
* Integration with OpenCV to utilize hand tracking and gesture recognition to link to Input