**Phase 1**

**16.1.2019**

5h. Setting up environment, lodepng some basic testing. (lot of problems getting lodepng working)

**Phase 2**

**6.2.2019**

4h. Reading, resizing and gray-scaling image. Image format after load was a bit difficult.

**13.2.2019**

3.5h. Zncc algorithm work. not finished

**20.2.2019**

7h. Probably around 3h for finishing zncc. Had misunderstood earlier and algorithm needed to be reworked. Rest for testing, normalizing, and cross-checking. Started occlusion but turned out to be to much of a headache for today.

**25.2.2019**

2h. Finished occlusion. A very efficient method but since the point was to make a slow function, we felt this was fine. Some time to run test to get cpu use and runtime.