Week 2 Updates:

* Did a bunch of research, experimentation, trial and error, and frustration overall with background subtraction. Tested various blurs, denoising, weighted averages, etc, all to realize that there is too much noise in the image obtained from the welbcam (especially in low light situations) for any sort of background subtraction to be viable without first denoising, which is an expensive process that can't really be done properly in realtime (so it seems).
* Converted format of code into an API and created demonstration code extending EventBasedAnimationClass in order to show uses
* Significantly improved gesture detection, can now detect arbitrary gestures and can figure out when no gestures exist as opposed to always choosing a gesture
* Added ability to record new gestures
* Restructured code to multiple files for organization's sake (and possibly efficiency?)
* Fixed file storage bug, no longer generating megabytes of text for no reason