Category	User Story	Game Context: Light Game	Studio 42		
Category	User Story	Task	Responsibility	Estimated Effort (hours)	Priorities(low 1 - high 3)
		Fix a setup for the game (location, camera, etc.)	all	8	3
		Map OpenCV coordinate system to the game engine coordinate system.	Martin, Ike	4	3
Player Tracking	When i enter the gamefield i want the game to recognize me as a player	Detect new players entering the game.	Liam	15	3
	I want to be able to walk around and have my own selected colour.	Bind colours to the players.	Mitchell	8	2
		Testing gameplay	all	3	2
	As a player i want to turn my brush of on demand so i don't mess up my painting	Turn drawing on movement off by a certain gesture. all movement by this player will then not be applied as brush strokes.	Mitchell	10	3
	As a player i want to walk through the painting and apply pain to the drawing	Apply a line to the canvas where the player walked.	Ike, Martin	10	3
	As a player i want to change the size of my brush	Detect arms being extends by the player to change the brush width	jorai	10	2
		at least 60% test coverage	all		