| User Story | Task | Responsibility | Estimated Effort (hours) |
|---|---|---|---|
| | **Game Context: Light Game** | **Studio 42** | |
| | Update the emergent achitecture design. | Mitchell | 1 |
| | Product Planning Final version | Martin | 2 |
| As a user, I want to play this game with my own body movements instead of a keyboard | Feature detection of foreground objects | Liam | 3 |
| | Implement using optical flow for detected foreground objects | Mitchell, (Ike) | 1 |
| | Convert optical flow output to PlayerMovement objects | Liam | 3 |
| | Implement background noise cancelling | Jorai, (Liam) | 2 |
| As a user, I want to be able to change my painting colour and blend colours together, and change my brush size | Implement colour selection and opacity adjustments in keyboard interface | Martin, Ike | 3 |
| As a user, I want to hear sounds and music as I play the game | Add music and sound effects to the game. | Ike | 1,5 |
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