

		Game Context: Light Game	Studio 42						
Category	User Story	Task	Responsibility	Estimated Effort (hours)	Priorities(low 1 - high 3)	Actual Effort	Done by	Done (yes/no)	Notes
		Fix a setup for the game (location, camera, etc.)	all	8	3	2	Martin, Mitchell	not completed	Emailed Rafael Bidarra. He is going to contact the TU aua for our testing. He also included an email adress where we can borrow a beamer from. For the testing in Drebbelweg we have to contact the supervisor of the building
		Map OpenCV coordinate system to the game engine coordinate system.	Martin, Ike	4	3	8	Martin	not completed	First I made the scaling method return a MatOfKeyPoint object. However, when attempting to write a test, it turned out that the put-method for the MatOfKeyPoint didn't seem to work at all. For the next sprint i will try a more decoupled version for this using our own datatype
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	15	Liam	not completed	First i tried a haar cascade classifier, a default one is provided for upperbody which works amazingly well but is two orders of magnitude to slow, therefore not useable in a real time game, next option was trying to get one bounding box around a player, however with the background substraction with machine learning all information about the inner body resulting in several smaller boxes in stead of one big one. for next sprint part of the requirements might get dropped to allow for this information to get back into the game.
	I want to be able to walk around and have my own selected colour.	Bind colours to the players.	Mitchell	8	2	9	Mitchell	yes	The base colours (red, blue and yellow) where not that much of problem. The eraser colour was a problem, because the colour white was not seen as an change when painting. To solve this we created a gray colour called eraser. Everytime you want to paint with this colour we change it to white.
		Testing gameplay	all	3	2	-		not completed	
	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	-	-	no	This task is being upheld because it depends on the more basic camera features. which aren't finished yet.
	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	-	-	no	This task is being upheld because it depends on the
	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	-	-	no	This task is being upheld because it depends on the
		at least 60% test coverage	all						