

		Game Context: Light Game	Studio 42		
Category	User Story	Task	Responsibility	Estimated Effort (hours)	Priorities(low 1 - high 3)
		Testing gameplay	all	3	3
		Increase test coverage	all	3	1
	As a player, I want to be able to draw on the canvas	Players leave a trail of paint when they move.	Martin, Mitchell	10	2
		Setup interface to handle the output of the image processing for core layer	Martin, Mitchell	8	3
	When I enter the gamefield I want the game to recognize me as a player	Detect new players entering the game	Liam	10	3
		Finish imageprocessing	Jorai, Liam	12	3
		Code refactoring	Jorai	8	2