		Game Context: Light Game	Studio 42	
Category	**User Story**	**Task**	**Responsibility**	**Estimated Effort (hours)**
		Fix a setup for the game (location, camera, etc.)	all	
		Map OpenCV coordinate system to the game engine coordinate system.	Ike	4
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
	When i wave my arm the brush stroke should register as mine	Make a coupling between detected arm movements to a certain player.	Ike, Martin	10
	I want to be able to walk around and have my own selected colour.	Bind colours to the players.	Mitchell	3
	The code handed in should be in java, unless a very good reason exsists that java won't work	Rewrite OpenCV processing to Java bindings or find arguments against using the Java bindings	Liam	6
		Make image processing code able to read screen/camera dimensions from the engine	Jorai	0,5
Create JNI bindings to make C++ image processing communicate with the game engine in case we won't be using the OpenCV Java bindings .	I want both modules to work together	Make main C++ code to start the JVM for the game and the image processing in the same process but in different threads	Jorai	1
	The modules should create a playable version of the game	Make image processing code able to communicate movements to the engine	Jorai	4
	When i wave my arm the engine should detect this as a brush stroke	Turn detected movements into actual brush strokes for the engine.	Mitchell	8
		code quality control for SIG	Jorai	1