	Game Context: Light Game	Studio 42	
User Story	Task	Responsibility	Estimated Effort (hours)
	Update emergent architecture design	Mitchell	1
	First playable spikes	all	-
As a user, I want to be able to intuitively blend colours together	Improving color blending	Martin, Ike	2
As a user, I want to hear sounds and music as I play the game	Add music and sound effects to the game.	Ike (Martin)	1
As a player, I want to play with my friends	Add multiple players to demo, and add colour assigning to each player	Mitchell	3
As a player, I want to play the game using my body	Create infrastructure for image processing to core layer	Liam	4
As a player, I want the game to look good	Improve game layout, graphics and painting style	Martin (Ike)	2
	Create more tests for all aspects of the game	all	-
	Improve the 'smarter' image recognition algorithm	Liam, Jorai	2