Questions about data flow

1. List the data that flows in and out of the system?

Multi dimensional arrays for the data input from camera. The camera will capture and turn them into arrays for further processing.
There will also be variables that the Users can input that will affect the game and the motion tracking.

Users

1. Does the user have access to the system? Can they edit data, or just view it?
   The user has the ability to change the data, as it is from the camera. The users can also modify values selected by us to have different effects on their gameplay.
2. Should there be different user groups?
   No, all the users have access to the same things.
3. What tasks does each user/user group do?
   What the users do is just to enjoy the game and have fun.

Features

1. Things the solution should be able to do (search, sort, display, store, calculate, login etc.) into Most Important to Least Important. This will define the features you will build into your project.
   Display: this is the most important part of the game, without the display, there won't be any gameplay.
   Calculate: Tracking the user movement is a major part of the game, and calculation would be essential for that to work.
   Store: store won't be used that often, but it would be used to store the game data.
   Sort, the data imputed might be sorted occasionally, but definitely not a major part of the game.
   Login and Search: which would be implemented but not essential to the game.
2. List any features that could be added in the future.
   Further complexity to both the motion tracking and the gameplay.

Design

1. Are there any specific requirements about the layout, design, colour scheme, branding, and do they have a style guide?
   No there aren't, but we need to make sure that

Limilations

2. Are there any limitations for the project?

The limitations are time and the processing power of our computer. Time makes us unable to create an extremely complex game world, and the processing power of our computers makes us unable to create extremely complex motion tracking, and games.