1. Contours + Rect Box

+: locate some players, implement our own contours to use , coordinate of the bottom

-: read contours paper & does work well for unconnected things

Steps:

1. Intensify the players with darker blue and darker red (highest –red & value > 90)
2. Remove background from image to detect players
3. Run contour algorithm to outline players
4. Get the bottom coordinate of each players and draw it with an icon
5. CMT

????