Sprint Backlog		
Avoidance		
Grupp 16		
Estimated time available:	58	
What to do	**Feature**	**Estimated Time Cost**
ActivityName	Bugs	1
Back Button/(Back/Exit)	Back button	3
Background	Graphics	3
EnemyCollisionHandler	Die	1
GameOverHandler	Die	5
Home Button/Pause	Home button	4
ImmortalityPowerup	ImmortalityPowerup	5
Killjump	Killjump	2
Map Design (obstacle & powerup placement, spawns, variables etc)	Map design	13
Menu Buttons	Graphics	3
NoSteeringJump	Bugs	1
OutsideGameAreaBug	Bugs	4
PowerupGraphics	Graphics	3
Restart	Restart	4
WallCornerBug	Bugs	2
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