

Product Backlog			
Avoidance			
Grupp 16			
Feature	Business Value	Estimated Cost	Quotient
Ball movement	500	10	50,00
Walls	400	5	80,00
Enemies	300	70	4,29
Camera/Screen Res	250	70	3,57
Score	200	80	2,50
Highscore	150	35	4,29
Powerups	100	40	2,50
Obstacles	95	40	2,38
Jump	90	90	1,00
Different maps	80	80	1,00
Levels + lobby + upgrade	50	200	0,25
Surfaces (Friction)	40	20	2,00
Sound	35	85	0,41
Achievements	30	100	0,30