

Sprint Backlog		
Avoidance		
Grupp 16		
Estimated time available:	66	
What to do	Feature	Estimated Time Cost
Integrate powerups		2
Finish jump		7
Develop more powerups		7
Add image direction to rendersystem		1
Rewrite collision system		1
Add killscore, powerupscore		6
Add pit obstacle		4
Add killplayerobstacle		3
Add fast enemy with low friction		3
Cap player speed		1
Add sound		12
Add high score scene/state		9
Add high score loading/saving		3
Finish game over		2
		61