

Sprint Backlog		
Avoidance		
Grupp 16		
Estimated time available:	70	
What to do	Feature	Estimated Time Cost
Friction	Ball Movement	2
Screen Resolution	Screen Res	0,5
ImageScalingSystem	Screen Res/Jump	8,0
EnemyControlSystem	Enemies	8,0
SpawningSystem	Enemies	5,0
EnemyCollisionHandler	Enemies	3,0
Game Over Handling	Score	6,0
TimeComponent	Score	1,0
HudRenderSystem	Score	8,0
ScoreEntity	Score	3,0
BuffComponent	Power-Ups	5,0
PowerUpCollisionHandler	Power-Ups	6,0
Obstacles	Obstacles	3,0
Jump	Jump	5,0
		63,5
		70