Product Backlog

Avoidance

Grupp 16

Feature	Business Value	Estimated Cost	Quotient
Powerups	150	10	15,00
More Obstacles	75	20	3,75
Jump	130	40	3,25
Improved Score	50	20	2,50
More Powerups	60	30	2,00
More Enemies	70	40	1,75
Map Design	120	70	1,71
Highscore	100	100	1,00
Sound	60	90	0,67