

Sprint Backlog		
Avoidance		
Grupp 16		
Estimated time available:	68	
What to do	Feature	Estimated Time Cost
- Start Menu	World	2
- Camera	World	1
- Transform Component	Ball, Walls	2
- Finish core architecture	World	16
- PlayerControlSystem	Ball	10
- VelocityComponent	Ball	2
- SpatialFormComponent	Ball, Walls	1
- RenderSystem	Ball, Walls	10
- PlayerSpatial	Ball	5
- CollisionSystem	Ball, Walls	14
- SizeComponent	Ball, Walls	2
- Wall Spatial	Walls	2
		67