

Product Backlog			
Avoidance			
Grupp 16			
Feature	Business Value	Estimated Cost	Quotient
World	1000	100	10,00
Ball movement	500	60	8,33
Walls	400	50	8,00
Enemies	300	70	4,29
Collision detection	200	30	6,67
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
Achievements	30	100	0,30
Sound			