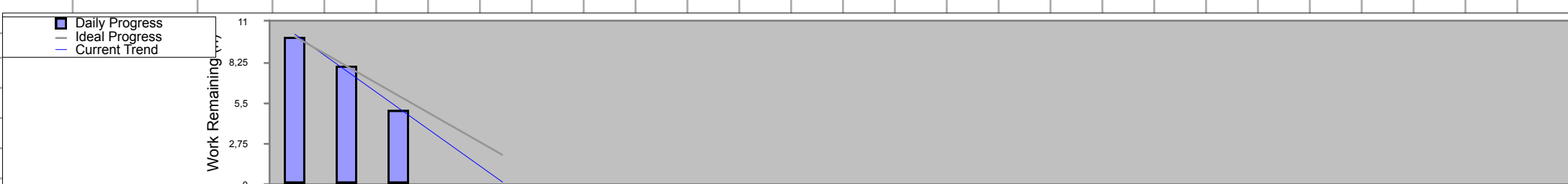


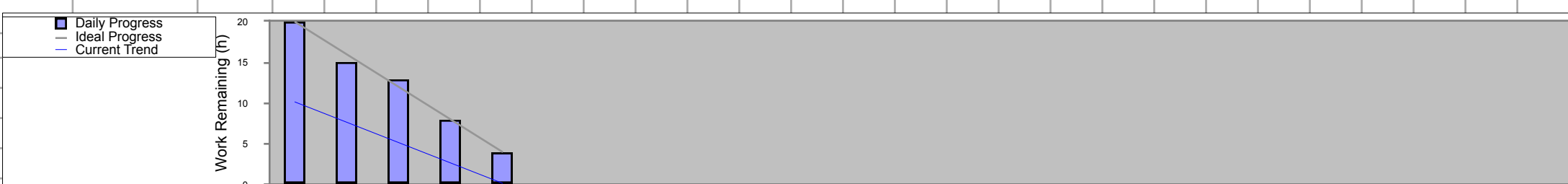
[illegible]

Sprint 1 Backlog



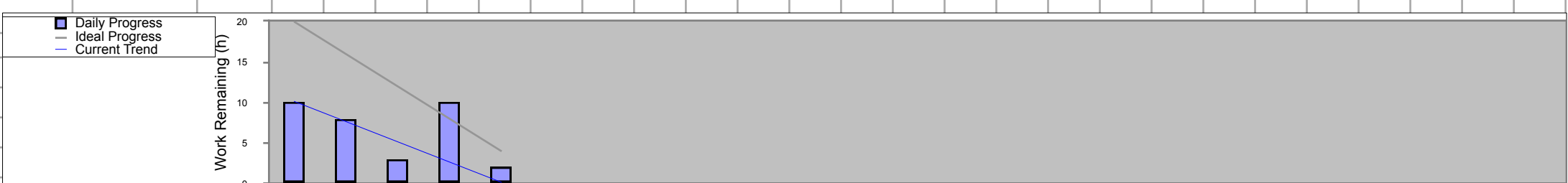
Sprint implementation days	5			Effort	Remaining on implementation day...				
Trend calculated based on last	5	Days	Totals	10	10	8	5		
Task name	Story ID	Responsible	Status	Est.	1	2	3	4	5
Skapa en bakgrund/bana	1	Erik M	Done	10	10	8	5		

Sprint 1 Backlog



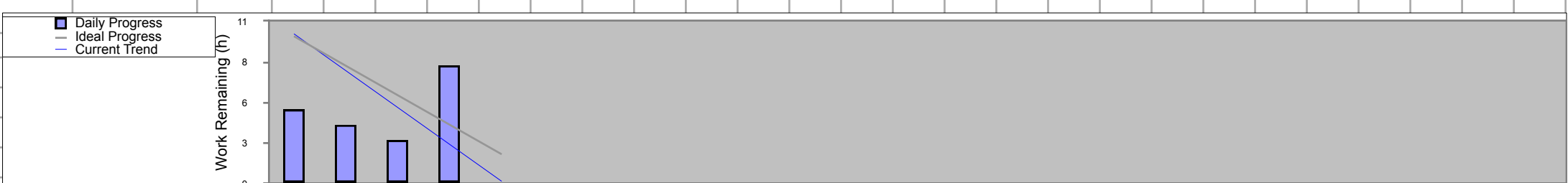
Sprint implementation days	5				Effort	Remaining on implementation day...				
Trend calculated based on last	5	Days	Totals		20	20	15	13	8	4
Task name	Story ID	Responsible	Status	Est.	1	2	3	4	5	
Skapa en spelare	2	Erik M	Done	20	20	15	13	8	4	

Sprint 3 Backlog



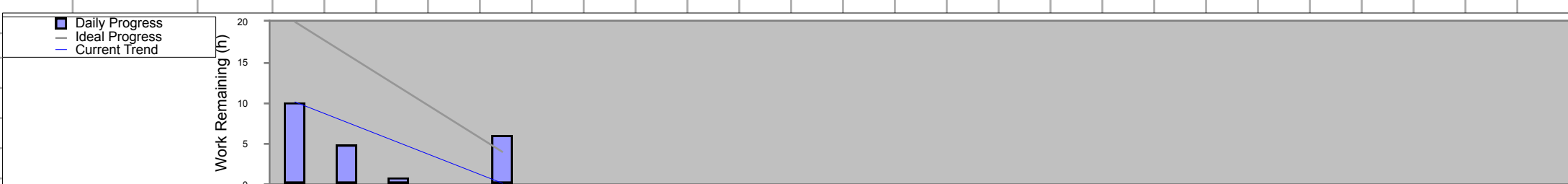
Sprint implementation days	5				Effort	Remaining on implementation day...				
Trend calculated based on last	5	Days	Totals	Est.	20	10	8	3	10	2
Task name	Story ID	Responsible	Status	Est.	1	2	3	4	5	
Skapa en fiende	3	Erik M	Done	10	10	8	3			
Skapa flera fiender	3	Erik M	Done	10				10	2	

Sprint 3 Backlog



Sprint implementation days	5				Effort	Remaining on implementation day...				
Trend calculated based on last	5	Days	Totals	10	5	4	3	8		
Task name	Story ID	Responsible	Status	Est.	1	2	3	4	5	
Skapa ett skott	3	Erik M	Done	5	5	4	3	3		
Skjut automatisk med timer	3	Erik M	Done	5				5	0	

Sprint 6 Backlog
implementera kollisioner för spelare,fiender,skott



Sprint implementation days	5			Effort	Remaining on implementation day...					
Trend calculated based on last	5	Days	Totals	20	10	5	1	6		
Task name	Story ID	Responsible	Status	Est.	1	2	3	4	5	
kollision för fiender/skott	6	Erik M	Done	10	10	5	1			
kollision fiender/spelare	6	Erik M	Done	7					3	
kollision skott/spelare	6	Erik M	Ongoing	3					3	