| | Feature | Business value | Estimated cost | Acceptance | | |
|---|---|---|---|---|---|---|
| 1 | Build.xml | 100 | 10 | It must work with two different machines | | Updated: 2012-10-15 |
| 2 | Item gathering system | 100 | 6 | Tweak scaling and position, a pointer that tells what item will be replaced next, item bar is somewhat transparent | | |
| 3 | More types of enemies | 100 | 4 | At least 2 new kinds of enemies | | |
| 4 | Highscore saving system | 100 | 10 | Use Androids database thingie, enter name, see highscores in a list | | |
| 5 | Improve enemy patterns and spawning | 99 | 5 | It should not be so predictable | | |
| 6 | Additional weapons | 100 | 6 | Homing weapon, spread weapon, sinus weapon | | |
| 7 | More gfx | 95 | 5 | Different images of bullets, enemies, weapons | | |
| 8 | Menu | 90 | 3 | Loading screen, background image, highscore, improving the look of the menu, better font (8-bit look) | | |
| 9 | Explosion / graphical effects | 70 | 8 | Cool effects at relevant events | | |
| 10 | Bombs | 60 | 5 | Removes all bullets on the screen and damages all ships, "explosion wave" | | |
| 11 | Optimizing performance | 50 | 8 | Recycling Pools | | |
| 12 | Moving background image | 40 | 4 | A moving background image | | |
| 13 | Audiosystem | 40 | | Some structure for catching events from the model and play sounds | | |
| 14 | Gyro input | 30 | | Steer with the gyro so that it feels good. | | |
| 15 | Bosses | 10 | | Harder enemies with possibly several weapons and parts (hitboxes) | | |
| 16 | Alternative Special attack | 5 | | A special attack with a significant cooldown is fired instead of a bomb when the player has noi bomb. | | |
| 17 | Update the design diagram of classes | 3 | | All classes in the model and important methods should be included. Should be in git repo. | | |
| 18 | Acceptance tests | 1 | | | | |
| 19 | Manuella tester | 1 | | | | |
| 20 | Test report | 1 | | | | |
| 21 | Story mode | 1 | | Scripted game flow through different levels | | |