

	Feature	Business value	Estimated cost	Acceptance		
1	User manual	?		Påbörjad användarmanual		Updated: 2012-10-08
2	Developer manual	?		Utvecklarmanual		
3	Acceptance tests	?				
4	Build.xml	?				
5	Manuella tester	?				
6	Release notes	?				
7	Bug report	?				
8	Test report	?				
9	Destroyable enemies	100	1	Enemy sprites should be removed		
10	Take damage	100	2	Lose a specific number of items when hit		
11	Dying	99	5	The player ship is destroyed if it is hit and it has no upgrades, a player should have a number of lives and be able to see how many lives she got		
12	Score counter	99	3	A counter on the screen that counts score for every killed enemy		
13	Item gathering system	90	8	Items are visible in the game, item bar is in the top layer, tweak scaling and position, a pointer that tells what item will be replaced next, item bar is somewhat transparent		
14	Game over function	85	4	Game Over-screen when 0 lives are reached		
15	Optimizing performance	85	13	Recycling Pools		
16	More types of enemies	80	5	At least 2 new kinds of enemies		
17	Menu	75	15	Loading screen, background image, options		
18	Highscore saving system	75	22	Use Androids database thingie, enter name, see highscores in a list		
19	More gfx	70	7	Different images of bullets, enemies, weapons		
20	Moving background image	70	3	A moving background image		
21	Improve enemy patterns and spawning	70	5	It should not be so predictable		
	Audiosystem	60	7	Some structure for catching events from the model and play sounds		
	Explosion / effects	60	9	Cool effects at relevant events		
	Additional weapons	30	7	Homing weapon, spread weapon, sinus weapon		
	Gyro input	30	4	Steer with the gyro so that it feels good.		

	Bosses	20	10	Harder enemies with possibly several weapons and parts (hitboxes)		
	Bombs	15	10	Removes all bullets on the screen and damages all ships, "explosion wave"		
	Update the design diagram of classes	10	3	All classes in the model and important methods should be included. Should be in git repo.		
	Alternative Special attack	2	13	A special attack with a significant cooldown is fired instead of a bomb when the player has no bomb.		
	Story mode	1	60	Scripted game flow through different levels		
	Better looking font (8-bit?)					