

#	Feature	Goal	Planning Poker (h)	Finished work (h)	Remaining work (h)	Comments		
1	Destroyable enemies						Updated: 2012-10-08	
		Enemy sprites should be removed	1	1	0		Available time (h)	80
2	Take damage							
		Lose a specific number of items when hit	1	1	0			
		Tests	1	1	0			
3	Dying							
		The player ship is respawned if it is hit and it has no upgrades	1	1	0			
		The player is invincible for a short duration after respawn.	2	2	0			
		A player should have a number of lives	1	1	0			
		The player should be able to see how many lives she has got	3	3	0			
		Tests	2	2	0			
4	Score counter							
		Player can earn score by killing enemies	2	2	0			
		A visible counter on the screen that displays the score	3	3	0			
		Test that scoring works	2	2	0			
5	Item gathering system							
		Items are visible in the game	2	2	0			
		Item bar is in the top layer	2	2	0			
		Tweak scaling and position for the item bar	2		2			
		A pointer that tells what item will be replaced next	1	0.5	0.5			
		Item bar is somewhat transparent	1.5	0.5	1			
		Tests	3	3	0			
6	Game over function							

		Create a game over screen	2	2	0			
		Show game over screen when 0 lives are reached	2	2	0			
11	Miscellaneous							
		Discussion time	15	15	0			
		Fix issues	10	10	0			
		Make sure tests are working	20.5	15	5.5			
	Sum		80	71	9		Time left to spend	0