	Feature	Goal	Planning Poker (h)	Finished work (h)	Remaining work (h)	Comments		
1	Reflection documents (see course requirements)						Updated: 2012-10-22	
		Team	4	4	0		Available time (h)	80
		Doc	4	4	0			
		SE	4	4	0			
2	Test report							
		En enkel tabell över testfall/acceptance test, resultat, kommentar	10	10	0			
3	Update user and developer manual							
		En kort manual (20-50 meningar) som snabbt introducerar användaren till att använda ert program. Vad behöver man för att köra ert program	1	1	0			
		En kort beskrivning som snabbt intrdocuerar potentiella användare till vad ert program gör	1	1	0			
		Designdiagram	1	1	0			
4	Build.xml							
		It must work with two different machines	3	3	0			
5	Highscore saving system							
		See highscores in a list	4	4	0			
		Tweak look and feel of all highscore stuff	2	2	0			
6	Clean the project							
		Fix TODOs	4	4	0			
		Fix serious issues	7	7	0			
		Check code with PMD and solve the problems	6	6	0			
7	Menu							
		Background/button images	3	3	0			
		Highscore	2	2	0			

		Better font (8-bit look)	2	2	0		
8	Improve enemy patterns and spawning						
		Enemies should be able to have different kinds of weapons	2	2	0		
		Hit-and-run should be more randomized	2	2	0		
		Parabola enemies should use spread weapon	1	1	0		
9	More types of enemies						
		Enemy with parabola movement	3	3	0		
10	Fix all tests!						
		Fix all tests	10	10	0		
11	Item gathering system						
		Items should move slowly	2	2	0		
		Items should be removed when off screen	2	2	0		
	Sum	0	80	80	0	Time left to spend	0