

	Feature	Business value	Estimated cost	Acceptance
1	User stories	70	40	Enough to satisfy further sprints
2	Design diagram of classes	60	140	All classes in the model and important methods should be included. Should be in git repo.
3	Controllable ship	50	100	Visible sprite, controllable by player
4	Basic weapon	40	110	Visible sprite (of the projectile), forward motion
5	Basic enemies	40	175	Visible sprite, simple AI
6	Destroyable enemies	30	200	Enemies are removed on hit, bullets are removed when off screen, relatively effective (when thinking of performance)
7	Take damage	30	130	Lose a specific number of items when hit
8	Item gathering system	25	220	You can pick up items and they are put in your item bar
9	Endless game mode	25	175	Continuous flow of enemy waves
10	Additional weapons	25		Homing weapon, spread weapon
11	Menu	20		Splash/loading screen, start button
12	Dying	20		The player ship is destroyed if it is hit and it has no upgrades
13	Score counter	20		A counter on the screen that counts score for every killed enemy
14	Bosses	15		Harder enemies with possibly several weapons and parts (hitboxes)
15	Game over function	15		Game Over-screen when 0 lives are reached
16	Bombs	10		Removes all bullets on the screen and damages all ships, "explosion wave"
17	Story mode	5		Scripted game flow through different levels
18	Translate product description	2		The product description should be written in english
19	Alternative Special attack			Idé från Natan
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