

| # | Feature | Goal | Planning Poker (h) | Finished work (h) | Remaining work (h) | Comments | | |
|---|-------------------------|---|--------------------|-------------------|--------------------|----------|---------------------|----|
| 1 | Build.xml | | | | | | Updated: 2012-10-15 | |
| | | It must work on at least two different machines | 4 | 2 | 2 | | Available time (h) | 65 |
| 2 | Item bar | | | | | | | |
| | | Tweak scaling and position | 2 | 2 | 0 | | | |
| | | A pointer that tells what item will be replaced next | 4 | 4 | 0 | | | |
| | | Item bar transparency must be fixed | 3 | | 3 | | | |
| | | Update tests | 2 | | 2 | | | |
| 3 | More types of enemies | | | | | | | |
| | | Enemy with a parabola movement | 3 | 2.5 | 0.5 | | | |
| | | Enemy which moves onto the screen, shoots and then exits the screen again | 3 | 3 | 0 | | | |
| | | Tests | 3 | 2.2 | 0.8 | | | |
| 4 | Highscore saving system | | | | | | | |
| | | Save and load database | 4 | 3.5 | 0.5 | | | |
| | | Enter name at game over | 5 | 4 | 1 | | | |
| | | See highscore list | 4 | | 4 | | | |
| 5 | Improve enemy waves | | | | | | | |
| | | It should be fun to play the game | 2 | 1.5 | 0.5 | | | |
| | | Tweak speeds and so on | 1 | 0.8 | 0.2 | | | |
| | | Update tests | 4 | | 4 | | | |
| 6 | Additional weapons | | | | | | | |
| | | Complete homing weapon | 3 | | 3 | | | |
| | | Complete spread weapon | 1 | 1 | 0 | | | |
| | | Create sinus weapon | 2 | | 2 | | | |
| | | Tests | 2 | 1 | 1 | | | |
| 7 | Implement graphics | | | | | | | |
| | | Use sprites from atlas | 0.5 | 0.5 | 0 | | | |

| | | | | | | | | |
|----|---------------|-----------------------------------|-----|-----|-----|--|--------------------|---|
| | | Fix offsets for each sprite | 1 | 1 | 0 | | | |
| | | Scaling | 0.5 | 0.5 | 0 | | | |
| | | Draw and implement weapon bullets | 1 | 1 | 0 | | | |
| 11 | Miscellaneous | | | | | | | |
| | | Discussion time | 2 | 2 | 0 | | | |
| | | Fix issues | 3 | 3 | 0 | | | |
| | | Make sure tests are working | 5 | 3.5 | 1.5 | | | |
| | | | | | | | | |
| | Sum | | 65 | 39 | 26 | | Time left to spend | 0 |