

#	Feature	Business value	Estimated cost	Acceptance
1	Runnable app	100	1.5	Runnable MainActivity + AndEngine lib
2	UC, description and domain model	85	26	Use cases (mindmap), beskriva produkten, domain model
3	Package and class structure	60	12	Paketstruktur, klasser
4	Controllable ship	50	3	Visible sprite, controllable by player
5	Fire projectiles	40	2	Visible sprite, forward motion
6	Basic enemies	40	2	Visible sprite, simple AI
7	Destroyable enemies	35	5	Enemies are removed on hit, bullets are removed when off screen, relatively effective
8	Menu	20	2	Splash/loading screen, start button
9	Ship upgrades	10	?	?
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
21				