

#	Feature	Goal	Planning Poker (h)	Finished work (h)	Remaining work (h)	Comments		
1	Basic weapon						Updated: 2012-09-30	
		Add a cooldown to a weapon	1	1	0		Available time (h)	80
		Test that the cooldown works	1	1	0			
2	Bug: Disable "teleporting" (two fingers on screen)							
		Add support for dropping the bomb	3	3	0			
3	Write tests							
		Test input controls for dropping a bomb	4	3	1			
4	Destroyable enemies							
		Remove bullet sprite when model bullet is removed	1	1	0			
		An effective collision check (reading up and implementing)	6	6	0			
		Test collision check	2	2	0			
		Remove destroyed entities from the game	2	2	0	Entities are removed from the model, but not from the view		
5	Item gathering system							
		User is able to see items in itembar	4	3.5	0.5			
		Items exist in the game (as entities) and are visible	2.5	1.5	1			
		Player able to pick up items	2	2	0			
		Test items and gathering	2		2			
6	Take damage							
		Lose a specific number of items when hit	3	1	2	Player can take damage, but nothing happens atm		
		Tests	2		2			
7	Enemy spawning							

		Spawning off the screen	2	2	0			
		Create a system for spawning patterns	7	7	0			
		Test spawning	3	3	0			
8	Additional weapons							
		Finish homing weapon	2	1	1			
		Create spread weapon	2	1	1			
		Test weapons	2	0	2			
9	Menu							
		Splash screen	1		1			
		Start button in menu	1	1	0			
10	Change direction							
		Change direction to a more general way of doing it	5	5	0			
11	Miscellaneous							
		Discussion time	10	10	0			
		Fix issues	9.5	9.5	0			
	<b>Sum</b>		80	66.5	13.5		Time left to spend	0