	Feature	Business value	Estimated cost	Acceptance		
1	Reflection documents	101		Team, doc, SE (see course requirements)		Updated: 2012-10-15
2	Test report	101		En enkel tabell över testfall/acceptance test, resultat, kommentar		
3	Update user and developer manual	101		See course requirements, pictures in user manual?		
4	Build.xml	100		It must work with two different machines		
5	Highscore saving system	100		See highscores in a list, tweak look of all highstore stuff		
6	Clean the project	100		Fix TODOs, fix serious issues, check code with PMD and solve the problems		
7	Menu	90		Background image, highscore, improving the look of the menu, better font (8-bit look)		
8	Improve enemy patterns and spawning	88		Enemies should be able to have different kinds of weapons, Hit-and-run should be more randomized, parabola enemies should use spread weapon		
9	More types of enemies	85		Enemy with parabola movement		
10	Item gathering system	80		Item bar is somewhat transparent, items should move slowly, items should be removed when off screen		
11	Explosion / graphical effects	70		Cool effects at relevant events		
12	Bombs	60		Removes all bullets on the screen and damages all ships, "explosion wave"		
13	Optimizing performance	50		Recycling Pools		
14	Moving background image	40		A moving background image		
15	Audiosystem	40		Some structure for catching events from the model and play sounds		
16	Gyro input	30		Steer with the gyro so that it feels good.		
17	Bosses	10		Harder enemies with possibly several weapons and parts (hitboxes)		
18	Alternative Special attack	5		A special attack with a significant cooldown is fired instead of a bomb when the player has noi bomb.		

19	Update the design diagram of classes	3		All classes in the model and important methods should be included. Should be in git repo.		
20	Story mode	1		Scripted game flow through different levels		
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