

#	Feature	Goal	Planning Poker (h)	Finished work (h)	Remaining work (h)	Comments		
1	User stories							
		Enough to satisfy further sprints. Should be in git repo.	4	4	0		Available time (h)	72
2	Design diagram of classes							
		All classes in the model and important methods should be included. Should be in git repo.	4.5	4.5	0			
3	Controllable ship							
		Visible sprite	3.5	3.5	0			
		Controllable by player	4	4	0			
		Tests	2	2	0			
4	Basic weapon							
		Visible sprite (of the projectile)	3	3	0			
		Forward motion	2	2	0			
		Tests	3	3	0			
5	Basic enemies							
		Visible sprite	3	3	0			
		Simple AI	3.5	3.5	0			
		Tests	3	3	0			
6	Take damage							
		Lose a specific number of items when hit	2.5		2.5			
		Tests	2		2			
7	Destroyable enemies							
		Enemies are removed on hit	2		2			
		Bullets are removed when off screen	1	1	0			
		Relatively effective collision checking	5		5			
		Tests	3		3			
8	Endless game mode							
		Continuous flow of enemy waves	4	4	0			
		Tests	4		4			
9	Additional weapons							
		Homing weapon	7	4	3			

		Spread weapon	2		2			
		Tests	4		4			
	Sum		72	44.5	27.5		Time left to spend	0