

	Feature	Business value	Estimated cost	Acceptance		
1	Basic weapon	40	110	Should have a cooldown specific for the weapon.		Updated: 2012-09-30
2	Bug: Disable "teleporting" (two fingers on screen)	35		Player ship should stick to the first finger on the screen. If the first finger is removed but the second finger is left, then the ship should "stick" to the second finger's movement		
3	Destroyable enemies	30	200	Enemies are removed on hit, bullets are removed when off screen, relatively effective (when thinking of performance)		
4	Take damage	30	130	Lose a specific number of items when hit		
5	Item gathering system	25	220	You can pick up items and they are put in your item bar		
6	Enemy spawning	25	175	Spawned off the screen, different patterns		
7	Additional weapons	25		Homing weapon, spread weapon		
8	Menu	20		Splash/loading screen, start button		
9	Dying	20		The player ship is destroyed if it is hit and it has no upgrades, a player should have a number of lives		
10	Score counter	20		A counter on the screen that counts score for every killed enemy		
11	Game over function	15		Game Over-screen when 0 lives are reached		
12	Bombs	14		Removes all bullets on the screen and damages all ships, "explosion wave"		
13	Bosses	12		Harder enemies with possibly several weapons and parts (hitboxes)		
14	Update the design diagram of classes	5	140	All classes in the model and important methods should be included. Should be in git repo.		
15	Story mode	5		Scripted game flow through different levels		
16	Alternative Special attack	3		A special attack with a significant cooldown is fired instead of a bomb when the player has no bomb.		
17	Translate product description	2		The product description should be written in english		
18	Recycling Pools			Förslag från Plankton		
19	More gfx?			Förslag från Plankton		

20	Menu			Loading screen, background image, options? Förslag från Plankton		
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