

Title	Time (man-hour)	Assignee	Done	Comments		Total:	167
As a player, I want to be able to keep playing until my character dies, that is, I want the in game levels to be infinitely large	-	-	-	-		Each:	33.4
Physics with support for shapes other than rectangles and moving along the X-axis while colliding in the Y-axis	20	Barber	X	Time estimate raised as single axis theorem was more complex than anticipated			
Applying a collision force directed from the point of collision	3	Barber	X				
Platforms should utilize physics	15	Flygarn^, Sebbe					
Map generator	45	Flygarn^, Sebbe, Rapp	X				
When I play, I want my in game character to run forwards by itself at all times.	-	-	-	-			
Make all objects except for the main character move backwards	20	rapp, flygarN	-	Only platformblocks are moving as there are no other objects that can right now.			
There should be obstacles that the player has to jump over or destroy in order to progress through the game world.	-	-	-	-			
Create objects that aren't a part of the game map	8	rapp, Sebbe		Not sure on how to implement this yet, postponed until next week.			
Visually represent the obstacles	1	Barber	X				
As a player, I want to be able to throw my in game characters chainsaw at a location on the right side of the screen, simply by clicking on that spot. I want the chainsaw to automatically return to my in game character.	-	-	-	-			
Interpret input data and convert it game model coordinates	15	Barber, Piggy	X				
In case of left side clicking, make the player jump	1	Piggy	X				
In case of right side clicking, throw the chainsaw	10	Piggy	X				
Other							
Documentation meeting	10	All	X				
Tests that needs to be revised or expanded	4	Piggy	X				
Automatic build of tests	8	Piggy, Barber	X				
Automatic NDK-build	3	Barber	X				
Automatic complete build (resulting in runnable APK)	2	Barber	X				
Write release section in developer guidelines	2	Barber					

Post from product backlog							
Incomplete post in sprint backlog							
Some functionality completed							
Completed post in sprint backlog							