Title	Time (man-hour)	Assignee	Done	Comments			67
There should be obstacles that the player has to jump over or destroy in order to progress through the game world.							16.75
Create objects that aren't a part of the game map	4	Sebbe	X				
Create various different obstacles	10	Sebbe, Rapp	X	as of now, only one kind of obstacle is available			
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	2	flygarN	-	Only platformblocks are moving as there are no other objects that can right now.			
When I play, I want the difficulty of the game to increase as I progress, with higher speeds and more difficult gameplay.							
Make the player run faster as he progresses through the game	1	Babrer	X				
Increase the rate at which obstacles occur as the game progresses				Will be implemented later			
As a player I want to be able to throw my chainsaw by pressing the right side of the screen							
Refactoring to account for new physics-management	5	Piggy	X				
Thoroughly refactor, document and test the classes where testing is viable							
Refactor, document and test code	5	Barber	X				
Refactor, document and test code	5	FlygarN^	X				
Refactor, document and test code	5	Piggy	X				
Refactor, document and test code	5	Z3B0	X				
Refactor, document and test code	5	rapp	X				
Other							
Swap current physics for Box2D	20	Barber	X				
Post from product backlog							
Incomplete post in sprint backlog							
Some functionality completed							
Completed post in sprint backlog							