



Ticket	Allocated Story Points
SpiderSpawner	6
Spawner	3
ComplexGoal	3
EnemiesGoal	4
ExitGoal	2
CollectTreasureGoal	3
BoulderGoal	3
MovementController	5
BattleController	6
EntityController	3
PlayerState	5
InvincibilityPotion	3
InvisibilityPotion	3
Key	2
Treasure	1
ZombieToast	6
Dungeon	9
Spider	7
Rounds	7
Battles	10
Goal	8
Shield	4
Bow	5
Bomb	4
Sword	4
Arrows	1
Wood	1
Wall	1
Mercenary	8
Exit	1
Boulder	4
FloorSwitch	4
Player	8
Door	5
Portal	1
ZombieToastSpawner	6
DungeonManiaController	6
Inventory	6
Health	2
Static	2
Moveable	2
Entity	5
Durability	2
Attacking	3
Collectable	2
Defending	3
Buildable	2
Storeable	2

All Story points are also listed on the Gitlab issue board in the associated issue