

#	Combat	priority	estimated hours	developer	klart
1	Combat.java	2	4	Emil	☒
2	Enemy + sub	1	2	Emil	☒
3	Fightingstyle + sub	5	2	Emil	☒
4	Log	6	2	Teodor	☒
5	main_menu.xml	3	1	Markus	☒
6	MainActivity	4	2	Markus	☒
#	Sound	priority	estimated	developer	
1	upd. MainActivity	2	2	Markus	☒
2	record music	1	2	Teodor	☒
#	Extra	priority	Estimated hours	Developer	
	Reflection				
1	Document	1	16	All	
2	Developer Manual	2	2	Rickard	☒
3	User Manual	2	2	Rickard	☒
4	Bugfix	4	x --> oo	All	
5	Tests	3	8	All	
6	Images	5	remaining	All	