

#	Time	Priority	Estimated hours	Developer	Klart:		
1	Gather information	1	1/Dev	All	#		
2	Add time to Log	4		2 Teodor	#		
3	-- -- Work	3		1 Emil	#		
4	-- -- Training	3		1 Emil	#		
5	-- -- Everbie	2		8 Rickard & Markus	#		
6	-- -- Use	3		2 Rickard	#		
							Total time
#	Money	Priority	Estimated hours	Developer	Klart:	Lövet	6
1	Spawn currency Name	1	1	All	#	CK	14
2	Add money to Work	3		1 Emil	#	M	12
3	-- -- Food	5		1 Emil	#	T	10
4	main_stats.xml	4		3 Teodor	#	tot	40
5	main_menu.xml	2		2 Markus	#		
#	Race System	Priority	Estimated hours	Developer	Klart:		
1	Abstract class + subs	1		3 Emil	#		
2	Everbie	2		1 Rickard	#		
3	New Everbie	3		2 Markus	#		
#	Extra	Priority	Estimated hours	Developer	Klart:		
1	DoD	3		1 All	#		
2	User Manual	2		2 Rickard	#		
3	Bugfixing	1	x --> oo	All	#		
4	Tests	4	15	All	#		
5	Developer Manual	2		1 Teodor	#		
6	Documentation	5		2 Teodor	#		