Product Backlog

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| id | feature | Estimation | Priority | Complete |
| 3 | The character skills (Player)– fire balls | 6 | 1 | Yes |
| 2 | Multiple levels with harder enemies | 4 | 2 | Yes |
| 1 | Hard Mode – Enemies random come from each one of three paths | 2 | 3 | Yes |
| 4 | GUI – start menu | 1 | 4 | Yes |
| 5 | Save before exit | 4 | 5 | Yes |
| 6 | Test | 2 | 6 | Yes |
| 7 | Easy Mode – Enemies follow the single line | 1 | 7 | Yes |
| 8 | Health bar and energy bar | 2 | 8 | Yes |
| 9 | Background Music – easy mode, hard mode  Sound effect - fire ball, normal attack, levels up | 1 | 9 | No |
| 10 | Multiplayers | 3 | 10 | No |
| 11 | Player – build tower to defense as one of the skills | 4 | 11 | No |
| 12 | Enemies – Highest level enemy at the end of the game | 3 | 12 | No |
| total |  | 32 |  |  |