1p = 10 minutes	Total points 240				
importance	use cases	Max Points	Min Points	Average Points	Comments
4	Move Player*	4	2	4	
5	Start Game*	4	2	4	
4	Generate Room*	36	12	24	
1	NPC interaction	12	4	8	
3	Start Fight	16	4	10	
1	Item Description	6	2	4	
2	Combine Items	36	12	24	
3	Use Item	12	4	8	
3	Pick up Item	12	2	6	
3	Drop Item	18	4	12	
1	Give Item	72	1	36	NO IDEA
1	Use Item on Player	72	1	36	NO IDEA
4	Open/Close Inventory	36	12	24	
1	Player interaction	72	12	36	NO IDEA
5	Start Menu*	12	6	8	
5	Start Singleplayer*	12	6	8	
1	Start Multiplayer	72	1	36	NO IDEA
1	Join Multiplayer	72	1	36	NO IDEA
4	Setup - Name	6	2	4	
4	Setup - Class	6	2	4	
4	Setup - Choose pet	6	2	4	
4	Setup - race	6	2	4	
Total		600	96	340	
hr		60	16	34	
Prio 5		28	14	20	
Prio 4		100	34	68	
Prio 3		46	14	36	
Prio 2		36	12	24	
Prio 1		372	6	192	
Iteration 1					
Prio	Use cases	Max	Min	Average	
5	Start Menu	12	6	8	
5	Start Singleplayer	12	6	8	
5	Start Game	4	2	4	
4	Move Player	4	2	4	
4	Generate Room	36	12	24	
4	Setup - Name	6	2	4	
Total points		74	30	52	
Total hr		8	3	6	
Grupp hr		36	12	24	