

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 Estimate
	1 Use Item on Player	72	1	36	No Estimate
	4 Open/Close Inventory	36	12	24	
	1 Player interaction	72	12	36	No Estimate
	5 Start Menu*	12	6	8	
	5 Start Singleplayer*	12	6	8	
	1 Start Multiplayer	72	1	36	No Estimate
	1 Join Multiplayer	72	1	36	No Estimate
	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	