

Importance - 1 least, 5 most	use cases	Story Points			
	5 Move player	4			
	5 Start game	4			
	5 Fetch twitter feed	36			
	5 Enter new room	36			
	3 Start fight	16			
	1 Item description	6			
	2 Combine items	36			
	3 Use item	12			
	3 Pick up item	12			
	3 Drop item	18			
	1 Give item	72			
	1 Use item on character	72			
	4 Open/Close inventory	36			
	1 Player to character interaction	72			
	5 Start menu	12			
	5 Start new single player game	12			
	1 Start multiplayer game	72			
	5 Create character	6			
	1 Player chat	36			
Total		570			
Prio 5		110			
Prio 4		36			
Prio 3		58			
Prio 2		36			
Prio 1		330			
Total points 240 per iteration					
Iteration 1					
Prio	Use cases	Max	Min	Average	
	5 Start menu				
	5 Start single player				
	5 Start game				
	4 Move player				
	5 Fetch twitter feed				
	5 Enter new room				
	5 Create character				
Total points		240	100	180	
Iteration 2					
Prio	Use cases	Max	Min	Average	
	4 Open/Close inventory				
	3 Pick up item				
	3 Drop item				
	3 Use item				
	3 Start fight				
	2 Combine items				
Total points		240	160	200	
Iteration 3					
Prio	Use cases	Max	Min	Average	
	1 Player interaction				
	1 Use item on character				
	1 Give item				
	1 Item description				
	1 Start multiplayer				
Total points		240	180	220	