

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	12	6	8	
	5 Start single player	12	6	8	
	5 Start game	4	2	4	
	4 Move player	4	2	4	
	5 Fetch twitter feed	36	12	24	
	5 Enter new room	36	12	24	
	5 Create character	6	2	4	
Total points		110	42	76	
Iteration 2					
Prio	Use cases	Max	Min	Average	
	4 Open/Close inventory	36	12	24	
	3 Pick up item	12	2	6	
	3 Drop item	18	4	12	
	3 Use item	12	4	8	
	3 Start fight	16	4	10	
	2 Combine items	36	12	24	
Total points		130	38	84	
Iteration 3					
Prio	Use cases	Max	Min	Average	
	1 Player interaction	72	12	36	
	1 Use item on character	72	12	36	
	1 Give item	72	12	36	
	1 Item description	6	2	4	
	1 Start multiplayer	72	12	36	
Total points		294	50	148	