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| **Product Backlog for New Payroll System** | | | |
| **Task ID** | **Story** | **Estimate** | **Priority** |
| 1 | As a DM, I want to their to be a potion of flying in the game, that when consumed by the player, causes them to be able to fly in any direction for 30 seconds. | 5 | 1 |
| 2 | As a DM, I want a trap door that is triggered when an object steps on it, causing the object to fall through the floor into the abyss. The trap should be Triggered by weight, you decide how much. | 5 | 2 |
| 3 | As a DM, I want a spear trap that is triggered when an object steps in front of it, causing the spears to be shot out in the direction of the player, killing them if it hits them. The trap should be Triggered by weight, you decide how much. | 5 | 3 |
| 1 |  | 4 | 4 |