Team B1

**User Stories**

Menu Controls:As a player, I would like a menu that is intuitive and easy to use, so that I can start playing without getting frustrated and spending too much time on the main menu.

Player Speed: As a player, I would like to be able to move faster across the screen so that I feel like the hero of the story and not no more special than any of the enemies I am fighting.

Static Attack: As a player, I would like to be able to use my attack while I am moving. If I can continue moving while I attack it will keep my momentum without interrupting the flow of the game.

Lawnmower Hitbox: As a player, I would like a lawnmower enemy which had a realistic response to my actions- when I jump on an enemy it is frustrating when it kills me before I even touch it.

Talking NPCs: As a player, I would like to interact with NPC’s, so that I can learn more about the game and feel more involved in the story.

Music: As a player, I would like quality background music that is not annoying, so that I am not sitting in silence playing the game and feel that the game is more well-rounded.

Aspect Ratio: As a player, I want to be greeted with a polished “game over” screen upon death, so that I don’t get taken out of the immersion that the game offers.

Continued movement: As a player, I want to be able to click off of the game and back on without moving, so that a playthrough doesn’t get ruined for me clicking off of the screen.