2. User Stories

1. As a beginner player, I want a tutorial level, so I can easily learn how to play the game.
2. As an advanced player, I want at least 10 hours of gameplay, so I can have fun.
3. As a gamer, I want an endless game mode, so the game will have replay value.
4. As a player with limited time, I want to save my progress, so that I can continue playing where I left off.
5. As a developer, I want to have access to a test level, so that I can verify that all the game mechanics function according to the documentation.
6. As a user, I want to listen to an upbeat soundtrack, so that I am more engaged with the the game.
7. As a veteran user, I want to view my accomplishments as I progress, so that I have goals to beat.
8. As a beginner, I want to play the game with instructions, so that I know how to get to the next level.
9. As a game player, I want to pause the game at any time, so that I can step away and resume later.
10. As an advanced user, I want the levels to increase in difficulty, so that the game remains interesting.
11. As a user, I want to gain new abilities, so that I can cope with the increasingly difficult levels.
12. As a player, I want to gain power ups throughout the game, so that I can get through the game more easily.
13. As a player, I want to move in more than one direction, so that I can dodge the enemies.
14. As a player, I want to receive a visual cue if I'm going in the correct direction, so that I save time.
15. As a tester, I want a sandbox mode, so that I can replicate situations for debugging.
16. As a player, I want the option to modify controls, so that I have confortable controls.
17. As a player, I want to have a score system, so I can see if I improve.