

Shall statements

1. The person shall be able to move their character using the arrow keys or WASD keys.
2. The game shall have various missions for the player to complete, such as defeating a certain number of enemies and reaching a specific location.
3. The mission shall have a clear objective that the player must complete in order to progress to the next objective.
4. The game should have a high frame rate and low input lag.
5. The player shall have the ability to aim and shoot their weapon at enemies or other targets using their mouse or controller.
6. The player shall have a meter that decreases as they take damage from enemies or other hazards.
7. The game shall consist of a startup menu.
8. The game shall have the ability of enemies to shoot and start following the player.
9. The player shall be able to pause the game at any time by pressing the P or Esc button.
10. The game shall have different sound effects and music tracks.