As a player, I want buttons for functions (start / end game / login / register) so that I can easily operate without difficulties.

As a player, I want to be able to create an account and login so that I can be identified and save my progress.

As a player, I want to be able to move around the canvas so that I can explore the map.

As a player, I want to have a monster chasing me so that I have a purpose which is to get away and not moving around meaninglessly.

As a player, I want to have a scoring system so that I can feel the achievement.

As a player, I want to have a skill to allow me to move multiple cells by pressing a certain key so that I can escape the monster If I were in trouble.

As a player, I want to have a skill to allow me to put down a trap so that I can prevent the monster from moving for a certain period to help me get away.