Product backlog

User Interface and menus

As a player, I want to be able to play the game in any screen sizing that I want.

As a player, I want a simple menu that allows me to see how many lives I have left.

As a player, I want to be able to see my ships life bar.

As a player, I want a simple HUD that displays my score that does not get in the way of the gameplay.

As a player, I want to know a history of my friends scores and my scores on a leaderboard, that tracks them.

As a player, I want to be able to read what each weapons does.

As a player, I want to see information about the enemies on the level.

As a player, I want to be able to save what progress I have made.

As a player, I want to see how long I have been on the current level.

*As a player, I want to play with only using keyboard.*

*As a player, i want to play with only using a mouse.*

As a player, I want to choose from more than one ship.

As a player, I want to be able to see all different ships attributes, such as: speed, weapon power, special weapons, etc.

As a player, I want to be able to enter cheats.

*As a player, I want to share my score with my friend(Facebook, Twitter,etc...)*

Gameplay

As a player, I want to have the ability to select different dificulty settings.

As a player, I want to have a variety of enemies in the game with interesting behavior.  
As a player, I want be able to pick up items to increase the power of my weapon.

As a player, I want to have interesting upgrades.

As a player, I want different playable ships that feel unique.

As a player, I want exciting sounds/music.

As a player, I want to choose to have music and sound effect on or off.

*As a player, I want a different song for each level.*

*As a player, I want multiple unique levels.*

*As a player, I want to be able to play with a friend.*

As a player,when myship explodes, I loss all my powers bur a fraction of the power ups that I colllected are realeased in various directions.

As a player, I want to have a tutorial on how to play the game.