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, so that I can match my display device.
* As a player, I want a simple menu that allows me to see how many lives I have left, so that I know when the game stops.
* As a player, I want to be able to see my ships life bar, so that I know when the ship is killed.
* As a player, I want a simple HUD that displays my score that does not get in the way of the gameplay, so that I know what my current score is.
* As a player, I want to know a history of my friend’s scores and my scores on a leaderboard that tracks them, so I know how I am doing versus my friends.
* As a player, I want to be able to read what each weapons does, so I know what the effect does.
* As a player, I want to see information about the enemies on the level, so I know what they do.
* As a player, I want to be able to save what progress I have made, so that I can play again from there.
* As a player, I want to see how long I have been on the current level, so I know what issues I am having.
* As a player, I want to play with only using keyboard, so that I can play with familiar inputs.
* As a player, I want to choose from more than one ship, so that I have different gameplay options.
* As a player, I want to be able to see all different ships attributes, such as: speed, weapon power, special weapons, etc, so that I know what each ship is good at.
* As a player, I want to be able to enter cheats, so that I can get past parts of the game I have trouble with.

Gameplay

* As a player, I want to have a variety of enemies in the game with interesting behavior, so that gameplay stays interesting.  
  As a player, I want be able to pick up items to increase the power of my weapon, so that I can fell powerful in the game.
* As a player, I want to have interesting upgrades, so that the gameplay stays engrossing.
* As a player, I want different playable ships that feel unique, so that the game can keep me engrossed with options.
* As a player, I want exciting sounds/music, so that the game feel more immersive.
* As a player, I want to choose to have music and sound effect on or off, so that I don’t have to listen to the game sounds if I don’t want to.
* As a player, I want multiple unique levels, so that the game doesn’t become stale.
* As a player, I want to have a tutorial on how to play the game, so that I don’t feel lost and know what to do.