Project Pear

# User Stories

Vi har udarbejdet nogle user stories på baggrund af hvad vores kunde (spilleren) forestiller sig at kunne med vores spil. Udover det, har vi lavet nogle user stories til vores level designer, så vi ved hvad han vil have af muligheder til at lave de forskellige levels.

## User Stories

As a player, I can jump over obstacles.

As a player, I can move around.

As a player, I can score points.

As a player, I can’t fall off the level.

As a player, I can collect items.

// As a designer, I want a lose condition.

As a designer, I can drag and drop assets.

As a designer, I can modify the players speed.

As a designer, I can modify the players jump height.