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 want to jump over obstacles.

As a player, I want to move around.

As a player, I want to score points.

As a designer, I want a lose condition.

As a designer, I want to drag and drop assets.

As a designer, I want to be able to modify the players speed.

As a designer, I want to be able to modify the players jump height.