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

1. As a player, I want to jump, so I can jump over obstacles
2. As a player, I want to walk from side to side, so I can complete the level
3. As a player, I want to score points, so I can beat the highscore
4. As a spike, I want to kill the player, so he won’t beat the highscore
5. As a player, I don’t want to fall through the level, so I can don’t have to run the same level again.

## TASKS

// Udkommenteret

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 jump out of the level.

As a player, I can save my score online.

As a player, I can see my score and top 10 of online saves.

As a player, I can unlock a new stage after completing another.

// 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.