1) As a player, I want to spectate the game after death so that I can see the game’s outcome (Ryan)

2) As a player, I want to see past effects on my character so that I can understand its current state (Ryan)

3) As a player, I want to see recent actions so that I can understand others’ behavior (Ryan)

4) As a player, I want to see a room’s effects so that I can decide if I want to enter (Ryan)

5) As a player, I want to play a tutorial so that I can learn how to play the game (Caleb)

6) As a player, I want to see my local gameplay stats (games played, times died, etc.) so that I can see, in number form, how my games tend to go (Caleb)

7) As a player, I want to create a custom character (with stats) so that I can create a bit of investment into the world and game (Caleb)

8) As a player, I want a place to view the character lore, so that I can immerse myself more in the world and lore (Caleb)

9) As a player, I want the game elements to evolve as the phase changes so that I feel a difference between the peaceful Exploration Phase and the more chaotic Haunt Phase (Caleb)

10) As a player, I want to be able to view the current state of the Haunt Timer at so that I’m able to make tactical decisions about how to play (Caleb)

11) As a player, I want to be able to change the volume in a settings menu so that I can make the game experience more comfortable with my particular setup (Caleb)

12) As a player, I want to be able to have an “inventory” to keep track of my items and what they do (Ethan)

13) As a player, I want to be able to view the board state so that I can decide what my course of action will be (Ethan)

14) As a player, I want to have a reviewable ruleset to remember my win/loss condition (Ethan)

15) As a player I want to be able to keep track of current stat points for users so I can know how many dice to roll and if I will die (Ethan)

16) As a player, I want to have the option to change the size of the font in the game. (Patrick)

17) As a player, I want to be able to invite friends to my game to play local multiplayer. (Patrick)

18) As a player, I want to have a menu for modifiers/house rules before setting up the game. (Patrick)

19) As a player, I want to be able to have the ability to pause the game when playing with NPCs. (Patrick)

20) As a player, I want to be able to return to the main menu after a game so that I can navigate easily (Ryan)