1) As a player, I want to be able to spectate the game after I die so that I can see the other players' outcomes (Ryan)

2) As a player, I want to see a history of the effects on my character so that I can understand how my character developed into its current state (Ryan)

3) As a player, I want to review recent turns and actions so that I can see what players and NPCs have been doing (Ryan)

4) As a player, I want to see the special effects of an explored room before I enter it so that I can weigh the costs and benefits of traversing through (Ryan)

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

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

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

8) As a player, I want a place to view the character's info, likes and hobbies (character lore), to immerse myself more in the world and lore (Caleb)

9) As a player, I want the game elements to evolve as the phase changes in order to 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 all times to be 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 to make the game experience more comfortable with my particular setup (Caleb)

12) As a player, I want to be able to have an “inventory” of sorts to keep track of my items and what they do in order to know if I should use them (Ethan)

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

14) As a player, I want to be able to have an understandable ruleset that I can review to remember my win condition depending on the haunt (Ethan)

15) As a player I want to be able to keep track of my current stat points and that of others if necessary such that I can know how many dice to roll and if I need to reduce or add to my stats (Ethan)

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

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

18) As a player, I want to be able to have a menu for custom 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 I am 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 browse the app quickly and conveniently (Ryan)