

I want a clear explanation of how to play the game.		
	Tests	Required result
1.1	<ul style="list-style-type: none"> • Open homepage 	Splashscreen should be shown on load. All splash screen content is visible.
1.2	<ul style="list-style-type: none"> • Resize screen <ul style="list-style-type: none"> ○ Open dev tools with inspect ○ Toggle device toolbar ○ Scale screen horizontally until splashscreen contents overflows 	Site doesn't overflow vertically. Splashscreen can be scrolled so all content can be seen.
I want an obvious way to adjust the game to my level of expertise.		
	Tests	Required result
2.1	<ul style="list-style-type: none"> • Open homepage 	Difficulty controls are rendered correctly.
2.2	<ul style="list-style-type: none"> • Resize screen <ul style="list-style-type: none"> ○ Open dev tools with inspect ○ Toggle device toolbar ○ Scale screen horizontally until minimum width (315px) 	Difficulty controls are visible or can be scrolled to. Difficulty controls are rendered correctly and don't overflow.
2.2	<ul style="list-style-type: none"> • Easy Difficulty <ul style="list-style-type: none"> ○ Select Easy ○ Select Play 	Other difficulty options are deactivated. Game starts with correct difficulty level. Minimap is shown with object locations.
2.3	<ul style="list-style-type: none"> • Normal Difficulty <ul style="list-style-type: none"> ○ Select Normal ○ Select Play 	Other difficulty options are deactivated. Game starts with correct difficulty level. Minimap is shown but object locations aren't.
2.4	<ul style="list-style-type: none"> • Hard Difficulty <ul style="list-style-type: none"> ○ Select Hard ○ Select Play 	Other difficulty options are deactivated. Game starts with correct difficulty level. Minimap isn't shown.
As a player , I want to be able to learn the game before I play.		
	Tests	Required result
3.1	<ul style="list-style-type: none"> • Open homepage 	Play controls rendered correctly.
3.2	<ul style="list-style-type: none"> • Start Learning <ul style="list-style-type: none"> ○ Press Learn 	Splash screen disappears Game starts in learning mode.
3.3	<ul style="list-style-type: none"> • Pickup object <ul style="list-style-type: none"> ○ Move toward an object ○ Press the interact key 	Game gives feedback that objects can't be picked up in learning mode.

As a **player**, I want **clear feedback** on my goals while I play.

As a **player**, I want **clear feedback** on my progress while I play.

	Tests	Required result
4.1	<ul style="list-style-type: none">• Open homepage	Play controls rendered correctly.
4.2	<ul style="list-style-type: none">• Start Game<ul style="list-style-type: none">○ Press Play	Splash screen disappears. Game starts in play mode.
4.3	<ul style="list-style-type: none">• Goal is displayed<ul style="list-style-type: none">○ Check goal object○ Navigate to goal object○ Press interact key	A goal object is clearly displayed. Goal object can be picked up. A new goal object is displayed.
4.4	<ul style="list-style-type: none">• Goal is enforced<ul style="list-style-type: none">○ Check goal object○ Navigate to a different object○ Press interact key	A goal object is clearly displayed. Non-goal object can't be picked up. Game warns that object is incorrect.
4.5	<ul style="list-style-type: none">• Time is displayed	The current elapsed game time is displayed.
4.6	<ul style="list-style-type: none">• Pause doesn't effect game time<ul style="list-style-type: none">○ Press pause key○ Wait a moment○ Press pause key	Game clock stops while paused. Game clock resumes at the same point when unpaused.
As a player , I want to get clear feedback when I win.		
	Tests	Required result
5.1	<ul style="list-style-type: none">• Win the game<ul style="list-style-type: none">○ Pickup each object in order	Game stops with a win message. Players total time is displayed.