As a user I want a player to control so I can interact with the game world.

Conditions of satisfaction:

1. The user will have control over an object in the world.
2. The player will move left and right when the direction keys are pressed

As a user I want life pickups so I can regain lives I lost from hitting an enemy.

Conditions of satisfaction:

1. There will be small health pack images in the world.
2. When the player hits the health pack, the lives will increment.

As a user I want a goal so I can complete a level.

Conditions of satisfaction:

1. The user will have a goal at the bottom of the level to reach.
2. The goal will only appear when the player’s viewport reaches the bottom of the level.

As a user I want score pickups so I can get a high score to compare with other people.

Conditions of satisfaction:

1. There will be small images representing score pickups throughout the level.
2. When the player hits the score pickup, the score will increment.

As a user I want enemies so I will have something to avoid and risk losing lives.

Conditions of satisfaction:

1. Enemies will appear falling on the screen.
2. When the player hits the enemy, he/she will lose a life.

As a user I want obstacles so I will have something else to avoid and risk losing lives.

Conditions of satisfaction:

1. Obstacles will appear as static platforms on the screen.
2. When the player hits the obstacle, he/she will lose a life.

As a user I want the player to speed up so the level will become more and more difficult.

Conditions of satisfaction:

1. The player will speed up as the level continues