

As a/an	I want to...	so that...
player	be greeted by a main menu when I launch the game	I can select the option that I want
player	create a new game by clicking a button	I can play Tetris
player	end the current the game	I can begin a new game without being forced to relaunch the game
player	control my active Tetrimino	I can rotate and move it to fit where I want in the gameboard
player	quickly drop my active Tetrimino to the bottom of the screen	I don't have to wait for it to fall if I'm sure of where I want to place it
player	stack Tetriminos on top of one another	I can clear a line when it's full of blocks
player	view my score as I progress	I can see it updating whenever I earn points
player	view the high scores of the best players	I can see how others are doing and try to get on the leaderboards
player	have my game's difficulty increase as I play	the game becomes more challenging and exciting over time
player	hear sounds when I break blocks and listen to background music	my experience is enhanced while I play
player	get a "Game Over" message when my Tetriminos stack to the top of the screen	I can lose the game and note my final score
player	view the next Tetrimino in the lineup	I can plan my moves and strategize better
player	"hold" my Tetrimino	I can switch it with the next Tetrimino in the lineup
player	be able to pause my game	I can continue when I've attended to other tasks
player	click a button to quit the game when I'm on the main menu	I can easily exit the game
player	select the game mode I wish to play	I can choose between classic, puzzle, and multiplayer
player	unlock new character sprites in Puzzle mode	I'm rewarded for clearing levels and there's variety to the game