Story 1 - As a Player, I want to fly a plane, so that I can get a score for my distance.

## Acceptance Criteria

1. Plane flies forward (not actually forward on the screen, it will remain centered as level moves around it)
2. Each unit of distance is worth one point.

## Acceptance Tests

### Plane flies forward

* Given the plane is flying, when time progresses, then the plane moves forward.

### Distance units are worth one point

* Given the plane is progressing, when the plane moves forward a unit of distance, then a point is awarded to the player (counting up on screen).

Story 2 - As a Player, I want a background, so that I may visualize the plane moving forward.

## Acceptance Criteria

1. As the plane is flying, a background scrolls by.

## Acceptance Tests

### Background scrolls

* Given the plane is flying, when time progresses, then the background scrolls left.

# Story 3 - As a Player, I want to control my altitude, so that the game can be played.

## Acceptance Criteria

1. Plane Descends
2. Plane Ascends.

## Acceptance Tests

### Plane Descends

* Given the player is flying the plane, When the user is not pressing the button/touching the screen, the plane descends. (Quickly, its crappy)

### Plane Ascends

* Given the player is flying the plane, When the user is pressing the button/touching the screen, the plane ascends. (Slowly, its crappy)

# Story 4 - As a Player, I want obstacles in the game, so that the game has difficulty.

## Acceptance Criteria

1. Obstacles spawn.
2. Colliding with obstacles damages the plane

## Acceptance Tests

### Obstacles spawn

* Given the user is flying the plane, When the user is flying forward, Then obstacles will periodically spawn.

### Obstacles collisions cause damage

* Given the user is flying the plane, When the plane collides with an obstacle, Then the plane will take a point of damage.