User Stories:

- As a player who does not have a lot of time to play video games, I want to be able to save my current game state at any time. I want to be able to play when I have time and not have to worry about reaching specific save points to keep playing where I left off.

- As a player, I want a game to have a good story. A good narrative design within a video game is captivating and transports me to another world full of different sights and sounds.

- Playing as a burger character, I want to be able to throw food like cheese, tomatoes, or use French fries as a weapon to be able to defeat my enemies or use them to be able to run away.

- As a player, I want to be challenged while playing the game so that it doesn't seem boring or too easy. There should be obstacles that force me to think or use skill to overcome. I should not be able to go through the game without any difficulty.

- As a developer, I want to be able to use a tool that lets me test any point in the game so that I do not have to waste my time going through things that come before the point I want to test.

- As a player, I should be able to move my character through the world so that I can progress through it and explore how I want to.

- As a player, I want to be rewarded for progressing through the game so that I have more motivation to continue playing it.

- As a player of modern video games, I would like the goal of the game to be clear and for things to be visually appealing and unambiguous because those are traits of modern games that I am accustomed to, and that will make the game feel polished and complete.

- As someone who enjoys music, I would like for the game to have complete sound design, from sound effects that enhance realism to pleasant music, which will keep the game from feeling dull even at the calmer moments.

- As someone who enjoys a fair game, it is important to me that the game is free of bugs, which will make the game feel unfair for a user, such as losing the game when it was not the player's fault.

- As a competitive player, I would like not only to be able to save my state within the game so that I may resume later, but I would also like to save high-scores or achievements of some kind so that I and others may compete against those scores.

- As a new player, I want to be able to view a tutorial or instructions on how to play, so that I can understand the game and so that I am not confused when I try to play it.

- As a player with specific preferences, I want to be able to have options that allow me to customize things like controls, volume, or graphics so that I can adjust the game to suit my preferences.

- As a player, I need the interface for the game to clearly display important information such as health, lives, or score so that I can understand what is happening in the game and how I'm doing.

- As a player, I want to be able to fight against a variety of enemies so that I do not get bored with having to kill the same enemies repeatedly for the whole game.

- As a player who is frequently interrupted, I want to be able to pause the game, so that I do not get killed or lose points when I must focus on something other than the game for a short time.

- As a player, I need the time between starting the game and being able to play the game to be a minimum because I don't have a lot of free time, and having to wait 10 minutes to be able to play a game from starting my computer is very frustrating.

- As a developer, I want to be able to see player metric data, because after working hard on the game, I want to see how many people are enjoying the game!

- As a casual gamer, I want the game to be easy to pick/understand because I want to be able to sit back and have fun without having to remember how to play the game and its mechanics.

- As a casual gamer, I want to have clear objectives on the missions. Often, I find I play a game for a few days, then come back a few months later and not have any clue what I was doing.

- As a budget game, I need the game to be able to run on lower-end hardware because if I can't play the game smoothly on my current computer, the game won't be of use to me.

- As a user with limited data, I need the game to be playable offline because I am not always in an area with WiFi, and using mobile data can get expensive.

- As a player, I need the game to have subtitles.
- I prefer to be able to both listen to and read the game dialog as I take in the information better this way.

- As a colorblind player, I need the game to have a colorblind mode because otherwise, I am not able to distinguish many game objects rendering the game quite frustrating.

- As a game designer, I need to be able to pair users of the same skill together so that competition is fair and not randomly chosen. Having users of the same or similar skill level will help keep the application both challenging and fun. If users were regularly playing others with a significantly higher skill level, they may get frustrated and not want to continue using the application. Similarly, users playing others with a considerably lower skill level might get bored and find the game unfun and unchallenging.