Project User Stories:

- As a player I want to be able to save my current game state so that I can come back to it at another time and not have to restart.

- 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 with progressively harder levels so that it does not seem boring or too easy.

- 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 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 a competitive player, I would 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 want the interface for the game to clearly display my character's health, lives left, and score so that I can understand what is happening in the game and my status in the game.

- 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 user with limited data, I need the game to be playable offline because I am not always in an area with Wi-Fi 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 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 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 player I want there to be a button dedicated to pausing the game.

- As a player I want sound options to be configurable because sometimes I want to play with music, other times without.

- As a player I want to be able to load my previously saved game so that I can continue where I left off.

- As a player I want to be able to exit the game so that I can pick it up at another time.

- As a player I want to be able to mute the sounds and music of the game because it will get annoying if I cannot.

- As a player I want to be able to adjust my volume so that it is the most comfortable level for me to play with.

- As a player I want to be able to pick up items so that I can use them.

- As a player I want to be able to use the items I pick up so that I can gain power ups.