**User Stories not Addressed:** Four (4)

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

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 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 to be challenged while playing the game so that it does not seem boring or too easy.

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 casual gamer, I want the game to be easy to pickup/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 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 of modern video games, I would like the goal of the game to be clear.

As a player of modern video games, I would like the gameplay to be visually appealing and unambiguous so that will make the game feel polished and complete

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 player I want to be able to mute the sounds and music of the game because it will get annoying if I can't.

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.

**Plan for Future Development:**