**Deliverable 0: User Story**

As a player who does not have a lot of time to play video games, I want to be able 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 certain save points in order 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.