**Deliverable 0: User Story**

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 player who is colorblind, 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.