**Deliverable 0: User Story**

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 sort of 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.