Carlos: Manipulate the character’s movements according to player’s commands.

* As a character I want to move in the direction that the player chooses so that I can walk closer towards the exit. 6pts
* As a player I want to drag instructions to my command holder so that I can store my chosen instructions in one place.
* As a player I want to select the sequence in which my commands are stored so that I can execute my instructions in the correct order.
* As a player I want to delete instructions from the command holder so that I can change my instructions.

Mairim: Display commands and test player’s input to check if they got to the exit in the shortest amount of instructions possible.

Arelys: Develop the environment for each of the levels and control the time required for each player to complete a level.

* As a player I want to see how much time I am taking at each level so that I know how well I am performing.
* As a developer I want to make the level’s environment physically appealing so that the user enjoys the physical aesthetic of the game.
* As a user I want each level’s environment to be clear and easy to understand so that I can have a good understanding of the steps my characters needs to take.

Samira: Retrieve user information at the beginning of the game and display player’s score at the end of each level, keep track of each user’s attempts and score for each.

Fidel: Create the mazes according to each level’s difficulty. Create the instructions “walk through” given to the player at each level.

* As a developer I want to create challenging levels for the user so that they can feel engaged with the game.
* As a user I want a tool tip every time a new mechanic is introduced at any level so that I can clearly understand what I am supposed to be accomplishing at each level.