

Regarding the Application as a whole

- When I press the application-icon, I want to be greeted by a Start Menu, rendered in fullscreen
- As a user, I want to be able to start a new game by pressing the “Start New Game” button in the Start Menu.
- As a user, I want to be able to access a settings menu by pressing the “Settings” button in the Start Menu or the Pause Menu.
- As a player, I want to be able to pause the game and enter a Pause Menu by pressing the “Pause” button in the game, or by pressing an eventual hardware menu button (android)
- Should the game be interrupted, by me or something else, I want to be able to resume playing without losing my score or progress
- When the game is over, a highscore view should appear where my best scores are stored. It should synchronize with some kind of game service (GameCenter for iOS for instance).
- As a player I want in game sounds, as well as some kind of background music.
- As a player I want there to be graphics, something should be visible on screen at all times.

Regarding the gameplay

- When I play, I want my in game character to run forwards by itself at all times.
- While playing, I want to be able to jump by clicking the left hand side of the screen. That is, I want my in game character to accelerate upwards when I press the left side of the screen.
- While playing, I want to be able to throw my chainsaw at a chosen location by clicking on the right hand side of the screen. The chainsaw should then always return to the in game character.
- The game is over when the character ends up outside of the cameras view, or collides with an obstacle.
- There should be some kind of physics implementation, at least objects should fall down and collide with eachother, and react to actions by the in game character (fall over, break, etc.)
- As a player, I want to be able to keep playing until my character dies, that is, I want the in game levels to be infinitely large
- As a player, I want there to be some kind of obstacles that I have to jump over or destroy in order to progress through the game world.
- When I play, I want the difficulty of the game to increase as I progress, with higher speeds and more difficult gameplay.
- When I play, I want the in game character to be animated, having different animations for different behaviors
- As a player, I want the game to keep track of my score, and keep some kind of high score for comparison.

