

Title	Priority (1-10)	Done	Comments
When I play, I want the in game character to be animated, having different animations for different behaviors	10	No	
There should be some kind of physics implementation, at least objects should fall down and collide with eachother.	9	No	
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	9	No	
I want there to be graphics, something should be visible on screen at all times.	9	Yes	
As a player I want to be able to jump by clicking the left side of the screen	8	Yes	
When I play, I want my in game character to run forwards by itself at all times.	7	No	
There should be obstacles that the player has to jump over or destroy in order to progress through the game world.	7	No	
As a player I want to be able to throw my chainsaw by pressing the right side of the screen	6	No	
When I play, I want the difficulty of the game to increase as I progress, with higher speeds and more difficult gameplay.	4	No	
As a player I want in game sounds, as well as some kind of background music	4	No	
As a player, I want to be able to pause the game by pressing the menu button (android)	3	No	
Should the game be interrupted, by me or something else, I want to be able to resume playing without losing my score or progress	3	No	
As a player, I want the game to keep track of my score, and keep some kind of high score for comparison.	3	No	
As a player, I want there to be sophisticated in game physics, allowing for more complex realistic behavior of in game objects	2	No	
When I press the application-icon, I want to be greeted by a Start Menu, rendered in fullscreen	1	No	