

Title	Priority (1-10)	Done	Comments
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 jump by clicking the left side of the screen	8	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	
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	
When I press the application-icon, I want to be greeted by a Start Menu, rendered in fullscreen	1	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 play, I want the in game character to be animated, having different animations for different behaviors	10	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 in game sounds, as well as some kind of background music	4	No	
I want there to be graphics, something should be visible on screen at all times.	9	No	