Gravity Guy

1. User
   * 1. Pre-conditons: none
     2. Post-conditions: none

Player

Main Menu

* Start game
* Scoreboard

Start game

* User presses space
  + Goes up and down
* User hits obstacle
  + Goes up or down
* User goes out of bounds
  + Game over is displayed, brought back to main menu

Scoreboard

* Display scoreboard

User will first sign up/log in with credentials

* User
* Pass

These credentials will be stored in a DB and used later on to validate

Gravity Guy game goes as follows:

* User will start game
* Map will load in with boundaries. These boundaries are where the character will be restricted in
* If the user presses space
  + a) user will go up
  + b) user will go down
* If the user presses space and hits a boundary
  + User will be stuck to that boundary
* If the boundary disappears
  + User will continue to either
    - a) up
    - b) down
* If user goes beyond a boundary (i.e. out of map range)
  + Game will end