User Story	Details
Bucky Sprite	Users can play as the visual representation of our Pac-Man character (Bucky the Bison)
Title Menu	Users can choose to start the game (leads to level selector menu) or quit
Level Selector	Users can choose different levels (locations on campus). Tentatively: Malesardi quad, Bertrand library
Ghost Sprites	Users are pursued by visual representation of ghost villains (potentially Bravman, Dean Badal, etc)
Quad Level Maze	Users can play on a level based off the Malesardi Quad
Library Level Maze	Users can play on a level based off the Bertrand Library
Bucky Sprite Movement	The user is able to control the sprite of Bucky with arrow keys or WASD
Ghost Movement	The users must avoid the ghosts, which will move around the levels
Maze Mechanics	The user is not able to move Bucky through the walls of the maze
Point Collecting	If user sprite (Bucky) runs into (eats) point sprites, it collects them and they are removed from the map
Point Total	User can see their points collected total in the top right of the game screen
High Score	Users can save their high score as their initials, if a new high score is achieved a new high score will be displayed on starting screen
Dying Mechanism	If Bucky sprite touches ghost sprite, he dies and loses a life. If Bucky is out of lives, the game terminates

Showing Lives Remaining	Bucky starts with 3 lives displayed at the bottom. If he dies, one of these lives is removed
Losing the Game	If Bucky is out of lives, the game ends and a game over screen is displayed
In game menu	Users can press ESC to bring up an in game menu that pauses the game and allows them to quit
Music	Users can listen to and mute in-game music
Help Menu	Users can view a help menu with instructions