**User Stories**

As a player, I want to be able to move sideways, crouch and jump so that I can navigate through the levels.

* DoD: Player character is able to move left (A) and right (D), crouch (Ctrl) and jump (Space) between platforms.

As a player, I want to be able to double jump so that I can cover longer distances mid-air.

* DoD: The player is able to perform a second jump with the same power and height after the initial one, without touching the ground in-between. The number of jumps is always limited to 2.

As a player, I want to be able to slide on walls and jump off of them so that I can climb vertical walls and reach parts of the level that are not reachable with other movement mechanics.

* DoD: If the player jumps towards a wall and keeps holding the horizontal input into that wall, he starts slowly sliding down on it. If horizontal input is no longer being given, the player falls down to the ground. While wall sliding, the jump count is reset and the player is able to jump off the wall he is sliding on.

As a player, I want to be able to push some objects so that I can solve simple puzzles along the level.

* DoD: The player is able to push a certain object tagged as “Pushable” by walking into its side. The object has the RigidBody component and slides slowly on the ground while being pushed, and is also able to fall off a platform.

As a player, I want to be able to attack enemies so that I can eliminate them.

* DoD: The player is able to perform a sword attack by clicking the Left Mouse Button. If the attack hits an enemy, the enemy takes a certain amount of damage depending on the sword.

As a player, I want to face different enemies throughout the level that try to attack and kill me when I enter their detection range.

* DoD: An enemy asset that tries to reach and attack the character when they enter a certain detection range.

As a player, I want my character to be able to die and respawn at the start of the level in case I run out of health.

* DoD: If the character’s health goes to 0 (due to enemy attacks/fall damage/terrain damage), he is eliminated and respawned at the beginning of the level he died on.

As a player, I want to be able to switch my sword so that I can make use of all the different weapons in the game.

* DoD: If the player is close to a dropped sword, he is able to press E and switch his current sword with the dropped one, equipping it as a current weapon. The player is only able to carry 1 sword at a time, so the previous one gets dropped instead.

As a player, I want to be able to collect Soul Orbs that Elemental enemies drop upon being eliminated.

* DoD: After eliminating an Elemental, it disappears and leaves a Soul Orb on the ground. The player can collect it by walking through it. Soul Orbs are stackable collectible items that can be used for upgrades.

As a player, I want to be able to see what abilities of the character I can upgrade.

* DoD: The player clicks on a button to open a separate window in which all the possible character upgrades are listed.

As a player, I want to be able to spend my collected Soul Orbs in order to upgrade the abilities of the character.

* DoD: After the player selects the character ability they want to upgrade, the amount of Soul Orbs needed for the chosen upgrade will be subtracted from the amount of Soul Orbs collected by the player. If the player doesn’t have enough Soul Orbs to make an upgrade, the upgrade should state that the amount of Soul Orbs is not enough. After a successful upgrade, the respective character stat will be updated with the new value (e.g. Health 100 -> 125).