**Persona Description:**  
**Alex Vega** is a 22-year-old college student who loves fast-paced, skill-based games.

**Epic:**  
As Alex Vega,  
I want to enjoy an asteroid game experience by playing as a spaceship that destroys asteroids, avoids collisions, and gains scores,   
So that I can have fun, improve my skills, and play for higher scores.

**Story 1: Shooting to Destroy Asteroids**  
As Alex Vega,  
I want to shoot and destroy incoming asteroids,  
So that I can defend myself against attacks.

**Acceptance Criteria**:

1. The player can fire projectiles by pressing a specific key.
2. Projectiles move in a straight line and disappear when they leave the screen or collide with an asteroid.
3. When a projectile collides with an asteroid, the asteroid is destroyed.
4. The firing rate is limited.

**Story 2: Moving**  
As Alex Vega,  
I want to maneuver my spaceship to avoid crashing into asteroids,  
So that I can avoid taking damage from being hit.

**Acceptance Criteria**:

1. The player can move forward and backwards using W and D).
2. The player can look at a target using the mouse.
3. The player movement is smooth and responsive to input.
4. The player has a defined boundary and cannot move off-screen.

**Story 3: Gaining Score**  
As Alex Vega,  
I want to gain points for destroying asteroids,  
So that I can feel a sense of achievement and compete with myself for high scores.

**Acceptance Criteria**:

1. The score starts at zero at the beginning of the game.
2. Destroying an asteroid increases the score by a specified amount.
3. The current score is displayed on the screen in a clearly visible location.
4. The score is updated in real time as asteroids are destroyed.
5. At the end of the game, the final score is displayed in a results screen.