1. As a player I want to move around the game world so that I can go to different parts of the game.
2. As a player I want to move objects so that I can access new areas.
3. As a player I want to pause the game so that I can do important thing outside the game without worrying to lose.
4. As a player I want to know the status of my player/character so that I can adjust my gameplay accordingly.
5. As a player I want to be able to attack the enemy so that I can proceed without danger.
6. As a player I want to have other entities in the game I can interact with so that the game won’t be empty.
7. As a player I want to have enemies so that I have challenges to master.
8. As a player I want to restart the game so that I can try different strategies.
9. As a player I want to know when the level is finished so that I know that I reached the goal of the level.
10. As a player I want to have the enemies to respond to my actions so that I can see them as a threat.