* user stories for a game manger

1- As a player I want to know when the level is finished so that I know that I reached the goal of the level.

* user stories for camera

1. As a player I want to be able to see the game world as a character in the game so that I can interact with the game.

* user stories for rendering the world

1. As a player I want to be able to see the game world and is not empty or a black screen so that I can view the game world as intended.

* user stories for menu and pause

1- As a player I want to pause the game so that I can do important thing outside the game without worrying to lose.

2- As a player I want to restart the game so that I can try different strategies.

* user stories for input

1. As a player I want to be able to interact with the world so that I can move around and do stuff in the game.

* User stories for movement

1- As a player I want to move around the game world so that I can go to different parts of the game.

* user stories for viewing HUD

1 - As a player I want to know the status of my player/character so that I can adjust my gameplay accordingly.

Registering

* user stories for object in the game

1- As a player I want to move objects so that I can access new areas.

2- As a player I want to have other entities in the game I can interact with so that the game won’t be empty.

* user stories for collision

1. As a player I want to have a realistic or appropriate response from the game so that the game felt like interaction is make according to the player action.

* user stories for enemy/NPC/player

1. As a player I want to have other entity to interact with in the game like enemy or NPC so that the game is not empty level with no other entity.

* user stories for AI for the enemy

1. As a player I want to have the enemies to respond to my actions so that I can see them as a threat.
2. As a player I want to have enemies so that I have challenges to master.

* user stories for player attack

1. As a player I want to be able to attack the enemy so that I can proceed without danger

* user stories for