User Stories:

Cycle 2:

As a player, I want to be able to gain lives.

As a player, I want to be able to die when I encounter enemies.

As a player, I want to be able to use a projectile to kill enemies and break through dirt.

As a player I want to be able to attack while moving.

In order to be challenged as a gamer, I would like for my opponents to move together strategically to defeat me.

As a player, I would like to encounter at least two different types of enemies—one that can dig, and one that can only move through already dug holes.

Cycle 3:

As a player, I want to be able to interact with gold bags that can fall on and kill any character and be picked up for points after falling a certain distance/time.

As a player, I want new enemies to replace enemies I’ve killed after a certain period of time.

As a player, I want to be able to see the number of points I have collected.

As a player, I want to have lives that I can lose and gain and are publicly displayed.

In order to be tested as a player, I want to see multiple levels that are varied in difficulty and optimal approach.