USER STORIES

As a player, I want to have level boundaries so that I can stay inside the level without getting lost off-screen.

As a player, I want to have a mute button so that I can silence the music if I want.

As a player, I want to be able to finish level three so that I can experience the rest of the game without being interrupted or having to go back to the main menu.

As a player, I want to go back to the main menu after finishing level 5 so that I can return to the character or level select screens without having to lose a level first.

As a player, I want to have clear instructions on how to play the game so that I can use all the features necessary for playing.

As a player, I want to have the cat sprite flip mid-air so that I can determine which direction I am going in the air.

As a player, I want to be able to have more intricate player movement so that I can have more control over my character’s actions.

As a player, I want to be able to use WASD or the arrow keys so that I can navigate the menu in any direction.