Oil trap

## User stories

As a player, I want the oil trap to function as intended so I can have a fun experience.

As a player, I want the oil trap to have visually appealing sprites so it is aesthetically engaging.

As a player, I want the oil trap to provide a degree of challenge to my gameplay so it can feel satisfying when I can overcome the trap.

## User scenario:

A player could trigger a pressure plate, releasing the oil from the above ceiling, drenching the character in oil. This could occur in the first level of the game.

## Validation:

The aforementioned user stories briefly acknowledge the core, defining characteristics of an effective trap.

Firstly, the oil trap must perform its functions without error. For example, there should be no bugs and it should coat the player in oil to slow down their movement.

Secondly, the oil sprites must be visually striking. This means that the sprites themselves might have a bit of a sheen to them and catch the eye of the player, enriching their engagement with the game.

Thirdly, a trap must add a layer of difficulty for the game. A trap that does not slow down the player enough would not be satisfying to overcome, but a trap that does effect the player and is considered an obstacle would be satisfying to beat.