# User Stories for M2

1. **As a player, I want to traverse platforming terrain while avoiding obstacles so that I feel like I am traveling along a long, treacherous path to save my poor spirits.**
   1. The player will have defined height, jump, and double jump metrics.
   2. The player will have multiple ways to navigate the platforming sections.
   3. The enemies will block certain paths to slow the player down.
2. **As a player, I want dedicated combat sections where I can use elements on enemies with great force and speed so that combat can include a variety of damage and feel powerful.** 
   1. The dedicated, non-platforming based combat sections that contain more enemies will be bigger and contain a large amount of enemies.
   2. The player will have the option of completing side-combat to show off their strength and rescue (collect) more of their spirit family.
3. **As a player I want to punch enemies so that I feel powerful.**
   1. The grunt enemies will have one move set that is easy to memorize, emphasizing the player’s abilities.
   2. There will be big, exaggerated melee animations and colorful, dramatic impact VFX.
   3. The levels for these sections will be large and open, isolating the combat with little obstruction so the player can fight.
4. **As a player, I want a heavy attack so combat can feel versatile.**
   1. The player will have two main move sets to display their elemental prowess.
   2. The damage dealt in the regular melee attack will be lesser than the elemental heavy melee attack.