

Items bolded are requirements for Project 3, anything not bolded is for Project 4.

User Intention	System Responsibility
<b>User wants to move the character</b>	<b>The character moves</b> <ul style="list-style-type: none"> <li>- <b>Jump</b></li> <li>- <b>Left, right</b></li> <li>- sound</li> </ul>
User attacks	Animates the attack SOUND of the sword Kills the creature SOUND of creature getting hurt and dying
User eats powerup	Invincibility Firepower
<b>User runs into enemy</b>	<b>User loses health</b>
<b>User runs out of health</b>	<b>User loses one life and resets level</b>
<b>User loses all lives</b>	<b>Game Over :(</b>
<b>User runs out of time</b>	<b>User loses one life and resets level</b>
<b>User gets to the finish line</b>	<b>Victory animation</b> <b>Status is shown (how much health you lost, how many enemies you killed, how many coins you got)</b> <b>Give a grade e.g. S tier = no health lost, all enemies killed, all coins collected, all power ups collected</b> <b>Another grade for time</b>  Difference from Project 4: game will be finished after level 1 Project 4, there will be a prompt to ask if the user wants to continue to the next level
<b>User hits a coin</b>	<b>coinCounter++;</b> Coin collected sound  Boss at the end of level 3  Check point for longer levels  Check point for the beginning of that level

User wants to run through a wall	Wall blocks them (collision detection)
User attacks breakable block	Block breaks Item appears that user can take (power up or coin)
<b>*ENEMY REQUIREMENTS*</b>	<b>Floating enemy (ghost)</b> <b>Ground enemy (zombie)</b> Goomba type enemy <b>Enemies just walk around</b> Attacking enemies, knock one health out Shell enemies that go into shell when attacked User can ride shell <b>Enemies don't fall off</b>