

## User Stories - Patterns HW #2 - Zac Lindsey

**Train stationary**

As a player, I see a train, a rail, and two walls on either edge in my game. The train is not moving at first.

Priority: 10

Est: .5 hr

**Train moves right**

As a player, I can click on a blue object in the game area to make the train move to the right.

Priority: 10

Est: 1 hr

**Train moves left**

As a player, I can click on a yellow object in the game area to make the train move to the left.

Priority: 10

Est: 1 hr

**Train stops by hitting wall**

I see the train stop upon hitting either one of the walls.

Priority: 10

Est: .5 hr

**Train stops by clicking**

As a player, I can click on a red object in the game area to make the train stop moving.

Priority: 20

Est: 1 hr

**Random action**

As a player, I can click on a purple cube in the game area which causes the train to randomly either stop, move to the right, or move to the left.

Priority: 30

Est: .5 hr