As a health point

I want to leave

So that the player
loses

As a UFO

I want to appear
once a smaller
alien has danced
with a human for
enough time

So that both
enemy types have
a purpose and
those purposes
are connected to
each other

As a player

I want to be able to start, exit the game, and change a few basic options

So that the navigating and basic customizing of the game experience is painless

As an intro
sequence

I want to be
quick and out of
the way

So that the scene
is set quickly,
and the game can
start almost
immediately

As a player
character

I want to move
slower the fewer
family members
are on screen

So that the player
is encouraged to
keep as many on
screen as possible