User Stories

1.
As a player, I want to be able to freely control my character (Up, Down, Left, Right) so I can move around the map easily.
As a developer, I want structured code to easily add new functions.

2.
As a player, I want a main menu so I can easily navigate through the game.
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As a player, I want to be able to switch levers so I can solve puzzles.
As a player, I want to be able to switch characters so I can solve puzzles with the appropriate character.

3.
As a developer/player, I want multiple different mini-games so it doesn't become repetitive.
As a player, I want to be able to complete levels and continue in another level to get a feel of progression.
As a player, I wish to be able to save my progress so I can continue another time.

4.
As a player, I want to play a tutorial so I know how to play the game.
As a developer/player, I want Linux and Windows builds so I can play the game on either OS.
As a player I want to be able to use a keyboard or controller to control my character so i can choose my preferred controls.
As a player, I want to have sound effects to help me make me more aware of what happens to me and my surroundings.
As a player, I want credits at the end of the game, so I can support the developers on other games.

5.
As a player, I want a level to consist of multiple rooms which are invisible when inside other rooms, so I have to communicate with others to solve cross-room puzzles.
As a developer/player, I want a volume control slider/knob so I can adjust the volume of the game.
As a player, I want challenging puzzles to solve so I can challenge myself and brag about it to my friends.
As a player, I want to be able to change settings in an option menu so I can customize the game to my likings.

As a player, I want to be able to read up on the character's abilities so I can read up on the abilities and lore.
As a player, I want to be able to play a puzzle I've already completed through a Puzzle Picker so I can replay them.
As a player, I want multiplayer so I can play with friends.

-- Could have
6.

As a player, I want a soundtrack play in the background, to help build immersion and suspense of disbelief.
As a player, I want to be able to communicate with the other players so we work together more efficiently.

7. (FULL GAME)

As a modder, I want SDK tools to create my own modifications.
As a developer, I want to be able to place certain objects in a level so I can easily design new levels.