Use Case Story:
User wants to play and complete the platforming game.

Assumption:
User isn't moving their player.

Steps:
1. User loads webpage
2. User moves the player with the keys on the keyboard and goes through the obstacles.
3. User's player touches the golden shape
4. A prompt comes up that tells the user they've won.

Variable Interactions:
-User clicks on a key other than UP, LEFT, or RIGHT > player doesn't move
-User's player touches black shape > they collide with or land on the object, but nothing happens to them.
-User's player touches red shape > they get a prompting telling them they died, but will ask if they want to restart.
-User's player reaches end of canvas > the canvas's borders prevent them from going out of bounds.