Statements about the game

1. As a player, I should be able to make the player move and jump to traverse the level.
2. The player will be able to attack enemies using the given weapon in game (butter knife).
3. As someone who has played 2D Platformers before, I would prefer more Mario-like physics than momentum-based physics like Sonic.
4. The player will only be able to complete the level until they obtain the required item at the end.
5. The player will be able to continue where they left off by loading a save file.