Common User Story Templates

* As a <role> I can <capability>, so that <receive benefit>
* In order to <receive benefit> as a <role>, I can <goal/desire>
* As <who> <when> <where>, I <want> because <why>

As a player I can interact with the game menu, so I can access features such as (but not limited to) saving my game, loading my game, starting a new game, etc.

As a player I can save my game, so that I can resume my game later.

To resume my game later as a player, I can load my game.

As a player, I can use the mouse and keyboard to traverse the dungeon.