As a player, I want a character that can be moved, so at least I can control someone in a FPS game

* Create the player animation (Move, run, crouch…)

As a FPS player, I want a gun to be used, so I can shoot.

* Create weapons for the player (Desert eagle, AK47, M4A1)

As a skillful FPS player, I want to perform better when I have better skill

* Change gun when reloading will cancel the stiffness
* Zoom in for better aiming

As a survival game, the game needs to have ammo limitation, so the game is more demanding

* Add ammo and cartridge functionality

As a modern game, it needs to have at least several modes to play

* Three modes: Robot rage, boss fight and multiplayer mode (multiplayer is not ready)

As a looping game, I need to create menu to go back to any scene and quit the game

* Create victory, defeat and start menu (a scene).

As a survival game, we need to have enemies that chase us

* Create enemy AI

As a boss fighting game, I need to add a boss so that the game has purpose

* Create boss (Weakness, animation, and skill)

As a survival game, since the ammo is limited, we need to have a way to retrieve ammo and recover health.

* Create trophy spawned above the glass balls

As a graphically beautiful game, we need to have post-process to the game

* Add post processing to the camera (motion blur, blooming…)

As an immersive game, we need background music and sound effects in the game

* Add sounds everywhere (gun sound, enemy walking sound, victory…)