**Treasure Haunt**

User Stories

Version 0.0

*The user stories shoud answer the WHO WHAT and WHY, provide enough detail to make a reasonable estimate about how long they should take to realize, should lead directly to one or more concrete (and often automated) acceptance tests that will verify that the story has been realized.*

**DOCUMENT NAME:**  User Stories

**VERSION:** 0.0

**REVISION DATE:**

**DATE:**  2013-05-21

**User Stories**

**Location Awareness**

1. As a player, I want to see my current position, so that I can move within the game boundaries.

**Collect Coins**

2. As a player, I want to be able to collect coins, so that I can compete other players on a scoreboard.

**Animation**

3. As a player, I want visual notifications upon encountting game elements, so that I can respond accordingly.