As	a	I	want to	0	so	that I	can	

As a player I want to select game difficulty so that I can play a game with the correct difficulty. As a developer I want to create various difficulty levels so that I can provide an app that caters to different skill levels.

As a developer I want to define 16 skill points so that there is a diversity of user types.

As a player I want to allocate my skill points so that I can have the skills that I value.

As a player I want to play this game so that I can win.

As a player I want to choose the skill combination so that I have the skills to win the game.

As a player I want to enter my character name so that I will be a recognizable user.

As a player I want to get better at playing so that I can advance in difficulty levels.

As a developer I want to create players based on skill combinations so that each player is satisfied and has appropriate attributes.

As a Gnat spaceship I want to allow the player to travel so that the player has mobility in the game.