1. For a user who doesn't have enough time to finish a run in a single sitting, there should be a way to suspend a run so they can take a break from it and complete it later.
2. As a user I want to be able to easily change the controls from the default at any time during gameplay because I want to be able to experiment and see what control scheme is most comfortable for me.
3. As a user I want to be able to adjust and balance the game audio up or down, or mute the audio without much effort. However I also expect that the audio starts off somewhat balanced and at an appropriate level.
4. As a user I want to have clear, concise information on what my objective is within my program. In the context of our program, I want to know what my objective is.
5. I'd want my program to be responsive, I want to ensure that my character controls and movements are snappy with almost 0 input lag.
6. As a user I'd want to be able to have a pretty environment to look at, everything on screen should have an obvious purpose and it's interactivity is in line with our objective.
7. As a user I would like to feel a sense of progression. As i continue to play the game I would like to feel like i have gotten more powerful
8. As a user I would like the performance to be good. I do not want to be able to feel the fps drop under any circumstance with a moderately powerful computer.
9. As a user I want good sound effects. I believe that sound effects are one of the most influential parts of what makes a game satisfying.
10. As a player, I want there to be good music to add to the audio entertainment value of the game I play.
11. As a player, I want to see explosions to further add to the excitement. of what I'm playing.
12. As a player, I want some modicum of reflexive skill to be involved in the game I'm playing (such as being able to dodge attacks manually rather than tanking everything and relying on a random number generator) so that it can keep me more actively engaged in what I'm doing.
13. As a user, I would like to be able to adjust the difficulty of the game. Being able to change the level of difficulty based on my gaming ability, should give me a better experience.
14. As a user, there should be fun and creative cosmetics to my character to keep the game new and fresh.
15. As a visually impaired user, I believe there should be high contrast mode, color blindness modes, and the ability to change the text size.
16. As a user I want a well organized menu system that has easy navigation to get to game settings, and or gameplay options
17. As a player I want enemies to have unique attacks. This will keep the game engaging and

the fights interesting
18. As a user I want a tutorial that teaches the basics of the game like objective, and controls
19. As a user I want an autosave feature. This will allow the user to not stress as much about losing progress due to forgetting to save.
20. As a player I want different skills and different builds so the play through feels personalized and re playable.