

User Stories					
ID	As a	I want to	So that	Status	Accept.
US-1	Player/ Customer	control a tank with a keyboard	I can move around the battlefield and engage in combat with other tanks.	Done	1
US-2	Player/ Customer	fire my tank's cannon	I can destroy enemies' tanks.	Done	1
US-3	Player/ Customer	have a single-player mode	I can practice my skills and strategies against AI-controlled tanks.	Done	1
US-4	Player/ Customer	have a variety of maps to choose from	I can experience different terrains and battlefields.	To be Done	1
US-5	Player/ Customer	have enemies and allies	I can experience different situations and have more fun.	Done	1
US-6	Player/ Customer	have a scoreboard that shows my score	I can see how many score I got.	Done	1
US-7	Player/ Customer	have multiple lives	I'm not giving up one mistake and the game.	Done	1
US-8	Player/ Customer	have different language options	fit my language preference.	To be Done	1
US-9	Player/ Customer	pause the game at any time	take a break or attend to other matters.	To be Done	1
US-10	Player/ Customer	play on different difficulty levels	I can challenge myself and get different experiences.	To be Done	1
US-11	Player/ Customer	my tanks to score differently when they hit friendly and enemy forces	affecting my strategy and scoring.	To be Done	1
US-12	Player/ Customer	have different kind of enemies	enrich my game experience.	Done	1
US-13	Player/ Customer	customize my game's graphics, such as resolution and quality	I can get the best game experience.	To be Done	1
US-14	Player/ Customer	collect power-ups such as health boosts, speed boosts	I can increase my chances of survival and progress through the game.	To be Done	1
US-15	Player/ Customer	get the best status of my tank	I can know how much damage I can sustain.	Done	1
US-16	Player/ Customer	be able to hide behind obstacles such as walls and rocks	I can avoid enemy fire and ambush them.	To be Done	1
US-17	Player/ Customer	be able to customize my tank's appearance with different skins and colors	I can personalize my game's experience.	To be Done	1
US-18	Player/ Customer	have access to different types of tanks with different stats, such as speed, health, and firepower	I can choose the one that suits my playstyle the best.	To be Done	1
US-19	Player/ Customer	kill enemies and receive rewards consistently	I can consistently encounter new situations to enrich my experience.	Done	1
US-20	Player/ Customer	have access to different sound effects for different actions, such as firing a cannon or collecting a power-up	enrich my game experience.	To be Done	1