User Stories

*Humna Hanif*

* As a Developer,I want to complete level 2 so that the player can complete the level.
* As a Player, I want to beat level 2 so that I can complete and enjoy the game.
* As a Developer, I want to make the instructions of the game to be clearer and concise so that the player has a better understanding of how the game works.
* As a Developer, I want to change the color of the instruction’s text so that the player has an easy time reading through them.

*Julia Woeste*

* As a Player, I want to choose a main menu option by clicking my mouse so that I can select an option easier and faster.
* As a Developer, I want to change the font and color of the main menu so that the player  can enjoy a game that is aesthetically pleasing.
* As a Developer, I want to loop the arrows keys on the main menu so that the player doesn’t have a hard time selecting an option.

*Jordan Mayo*

* As a Player, I want to be able to know when I lose a life so that I am aware of the lives to ensure I do not lose.
* As a Developer, I want to add graphics when a life is lost so that the player can be aware and play more carefully as each life is lost.
* As a Player, I want to be able to pause the game because I do not want the timer to keep running or to lose lives if I must leave the computer for a moment.
* As a Developer, I want to add an option to pause the game during gameplay so that the player can leave if they need to and come back right where they left off.

*Andrew Matos*

* As a Player, I want to be able to know what environmental obstacles there are so that I can determine a clear path to completing the level.
* As a Developer, I want to add a way to identify environmental obstacles clearly so that the player can have an easier time to navigating around the level.
* As a Player, I want to be able to know how much time I have left for the level so that I can complete the level on time.
* As a Developer, I want to add a time limit per level so that the player does not remain on a specific level for a long time.