User Story Document

\*\*As a user I want to be able to input my name into the game so that it seems more personalized.

As a user I want to be able to see instructions, so I know how to play.

\*\*As a user I want to be able to walk through a maze.

As a user I want to be able to find the right path, so I can get to the dragon at the end.

\*\*As a user I want to be able to fight a dragon and beat it, so I can obtain a treasure.

As a user I want the dragon to die when its health goes to zero.

As a user I want to gain health after the battle, so that I don’t die very quickly.

As a user I want to play through the word game, so that I can get a power up.

\*\*As a user I want to play through the word game, so I can befriend a dragon for later help.

As a user I want a sprite so I know where I am.

As a user I want to be able to fight the boss dragon, with the support of the others.