USE CASES

1. Play game
   1. Main success scenarios
      1. Player launches game and is met with the interface
      2. Player presses start
   2. Alternate success scenarios
      1. Player launches game and is met with the interface
      2. Player loads mods
      3. Success message
      4. Player presses start
2. Add modifications
3. Load modifications
4. Move character
5. Shoot bullets
6. Earn points
7. Save game (stretch goal?)
8. Load game (stretch goal?)