Functional Requirements:

* A start menu
* A level select screen with multiple levels to choose from
* A character that the player can control (move left and right and jump)
* A health system, indicated by the number of hearts in the top left corner of the screen
* A heart item that can be collected by the player to add one to their health
* Interactable signs
* Enemies that can move back and forth, deal damage, and be defeated by being jumped on
* Enemies that shoot projectiles
* Obstacles that move up and down that deal damage if they are touched
* A game over screen
* A pause screen
* A goal that takes the player to a level complete screen once it is reached
* A life system, which involves the player getting a game over if they run out of lives and collectible items in the levels that grant one life
* Sound effects
* The ability to unlock levels
* A powerup that the player can collect to grant temporary invincibility
* Falling platforms

Non-Functional Requirements:

* Runs without crashing
* Can be played without encountering bugs
* Is fun to play