USER STORIES

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As a <char type>	I want to <do something>	so that I can <achieve an end result>	Notes
Player	play a game that runs smoothly	enjoy the game	
Player	use the arrow keys	move the bomber man around the map	
Player	play against other people online	test my skill against real people.	The network is local and the server is the game instance itself.
Player	know the number of monsters currently alive	know how many more I have to kill	
Player	chose between single player and multiplayer	chose how I want to play the game	
Player	be able to win or lose	have a purpose to play the game	
Online player	know how many people are playing with me	decide on my strategies	
Online player	limit the number of players to maximum 3 players	have a better chance of winning and have a balance game	
Online player	host a game online	challenge other people	
Online player	connect to a game hosted online	play against the challenger	
Online player	start the game at different locations on the map withe my enemies	collect more power before meeting him	

Host	be the only person to start the game	have absolute authority whether or not to start the game.	
Client	enter the IP address of the host	connect to the host player	
Game object	know when I collide with another objects	react accordingly	
Bomber man	power up	be stronger and kill monsters faster and defeat other players	
Bomber man	plant bombs	kill monsters, destroy walls and defeat other players	
Bomber man	move around the map	find and defeat other monsters and players	
Monster	kill the player when I touch them	defeat the player	If have time, should create more than one kind of monster.
Monster	move around the map	kill the player easier	
Bomb	wait a short amount of time before explode	give the bomber man time to hide	
Bomb	explode	destroy other objects	
Wall	block the movement of other objects	limit their movements and make the game more challenging	
Wall	block the explosion	protect behind objects in the game	
Power up	be absorbed by the bomber man	power up the bomber man	
Power up	power up the bomber man in term of speed, bomb limit or explosion size	make the bomber man stronger	

Map	have walls randomly	limit monsters' and bomber man's movement.	
Map	spawn monsters occasionally	defeat the player easier	
Game designer	animate game objects	make the game look livelier and more interesting	
Game designer	have background music	boost the player's experience when playing the game	
Game designer	have sound effects	boost the player's experience when playing the game	