

No.	User stories
1	As a player, I want to be able to control my character with keyboard inputs
2	As the client, I want to input room # to join the host
3	As a player, I want to see the game board
4	As a developer, I want to write code in MVC pattern
5	As a user I want to be able to see my score at the bottom of the screen
6	As the host, I want to be able to share room #, so that other players can join
7	As a player, I want a feature where I will die when I touch my own snake body
8	As a player, I want to be informed with a dialog box that shows the score when I die
9	As a player, I want to have a minimap, so that I can see where the location of myself and other players
10	As a player, I expect to have a menu to choose game mode
11	As a player, I expect a feature where running into the wall will end the game
12	As a player, I expect playing with other players and cutting them off will increase my score
13	As a player, I expect that speed and turn radius can be changed for the room to increase or decrease the difficulty of the game
14	I expect that eating food will increase my length and score
15	As a player, I would like different types of sprites to be chosen so I can play as a different character
16	As a player, even if multiplayer is available I would like the option to play solo.
17	As a player, I would like the High score to be saved.
18	As a player, when I die I want to have a final score
19	As a developer, I want to create a presentation that walks through the creation of this project
20	As a user, I want a realistic looking snake movement
21	As a player, I want to see my snake