Menu Navigation Enhancement: As a player, I should be able to use the mouse to navigate through the main menu so that the game is more user friendly and easier to start.

Instructions and Credits Screen Enhancement: As a player, I should be able to open a menu with clear instructions that are easily readable so that I can understand the game easier.

“A” Key Crashing Bug: As a player, I should be able to control my character with the letter keys and not have the game crash so that I can continue through the game without interruption or losing all my progress.

Repeating Sound Bug: As a player, I should be able to collect the powerup from the purple flower without the sound repeating so that I can clearly understand when I have gained an ability.

Enemy Collision Bug: As a player, I should be able to kill both bugs and dinosaurs with the purple flower attack so that I can clear out enemies to progress further in the game.

Invisible Attack Bug: As a player, I should be able to only attack enemies after collecting the purple flower so that purple flower mechanic has a purpose.

Removing Inescapable Areas Enhancement: As a player, I should be able to a complete each level without finding myself in an inescapable area so that I play through the game without interruptions.

Level 5 Redesign Enhancement: As a player, I should be able to play through level 5 in a reasonable amount of time so that I am satisfied with the level difficulty and not frustrated by the gameplay experience.

Theme Enhancement: As a player, I should be able to identify game elements and their purpose based on the visuals so that I can understand the game I am playing.

Water Functionality Bug: As a player, I should be able to die if I fall into the water in any level so that the function of the water is clearly communicated.