* As a Player, I want to shoot the ball, so I can hit the other player
* As a Player, I want to get hit by the ball, so the other player can win
* As a Player, I want to see the health bar, so I can see how much health I have left
* As a Player, I want to see the other player’s health bar, so can I see how much health he has left
* As a Player, I want to specify the range of the shot, so I can aim the shot at the enemy
* As a Player, I want to see the other player’s score, so I can track my progress
* As a Player, I want to see the dice outcome, so I know how much damage I’ve dealt to the other player
* As a Player, I want to see the range bar, so I can shoot the ball at the right moment to hit the other player
* As a Scoring System I want to be able to access the Player’s health, so I can tell when one of them drops to zero or less (loses).
* As a Scoring System I want to be able to see statistics, so I can determine who’s winning so far.
* As a Scoring System I want to be able to access other player’s score, so I can tell who’s winning.
* As a Scoring System I want to be able to update statistics database, so the players can see the updated statistics.
* As a Scoring System I want to be able to create statistics database, so I can keep track of game statistics.
* As a Health System I want to be able to edit player’s health, so that players can win or lose.
* As a Health System I want to be able to see Dice outcome, so I can determine the damage to be done to the player that has been hit.
* As a Health System I want to be able to calculate damage, so I can update the health bars of the players.
* As a Dice, I want to be able to roll, so when the player shoots the ball I can stop on a random side
* As a Dice, I want to show the dice outcome, so the players can see the damage dealt
* As a Dice, I want to update the dice outcome by stopping on a random side, so the damage dealt can be updated.