User Stories:

* ID – D01
* Title: Dodger Game
* Description: As an individual wanting to play a simple game, I want to play a simple block dodging game on a web browser so that I can have fun.
* Definition of done: 3 to 5 acceptance criteria:
  + Given the user has selected a difficulty of game play on the introduction screen, when the user clicks the “play game” button on the screen, the game launches.
  + Given the user has followed the on-screen instructions for game play, when the user clicks the “play game” button on the screen, the user understands how to play the game.
  + Given the user has clicked the “play game” button, when the user is playing the game several enemy blocks begin to spawn, and the score is displayed on the screen.
  + Given the user has clicked the “play game” button, when the user presses “space bar” a small projectile is launched from the player which can eliminate an enemy block.
  + Given the user has clicked the “play game” button, when the user’s player block crashed into an enemy block, the game is over and the user can opt to enter their name/initials to track the score achieved.
* Sprint 3
* Assigned to: Nick T.
* Due Date: 26-Jul-2021
* ID – D02
* Title: Block Colors
* Description: As an individual wanting an interesting element of change in the game, I want the block colors to change randomly each time the game is played.
* Definition of done: 3 to 5 acceptance criteria:
  + Given the user has navigated to the website/intro-page, when the page is loading, requests to the random color generator (micro-service) are sent and the returned responses are used to for block colors.
  + Given the user has navigated to the website/intro-page, when the user clicks the “play game” button, the requests and block styling have already taken place, without a noticeable delay in the loading of the site/game.
  + Given the user has navigated to the website/intro-page, when the user clicks the “play game” button, the player, enemy, and laser blocks should not appear too similar to one another – returned color codes will be compared against a criteria and another request will be sent if the same, or too similar, colors are returned.
* Sprint 3
* Assigned to: Nick T.
* Due Date: 26-Jul-2021
* ID – D03
* Title: Difficulty of Game
* Description: As an individual wanting a challenging element of change in the game, I want to be able to select a game difficulty to have a varying range of ways to play the game as well as gameplay that naturally scales in difficulty (game gets harder over time, regardless of difficulty selected).
* Definition of done: 3 to 5 acceptance criteria:
  + Given the user has navigated to the website/intro-page, the page has a clear and selectable difficulty button bar, with a short description of each.
  + Given the user has navigated to the website/intro-page, when the user clicks the “play game” button, the spawn rate and speed of enemy blocks varies based on the difficulty selected (harder difficulty means more/faster enemy blocks).
  + Given the user has clicked the “play game” button, when a certain amount of time has passed, the game difficulty will increase slightly, increasing the spawn rate and speed of enemy blocks.
* Sprint 3
* Assigned to: Nick T.
* Due Date: 26-Jul-2021