As a user I want to be able to move the player character

-all movement should be intuitive to anyone familiar with playing video games

-all movement should be easy to become accustomed to

As a user I want the player character to be able to jump

-jumping should be of a reasonable height

-jumping should be animated

-jumping should only be possible while the character is on the ground

-once in the air horizontal movement should be constant

-jumping should be controlled by space

As a user I want the player character to be able to walk forwards/backwards

-walking should be animated and of a somewhat slow speed

-walking animation should only be played while the character is on the ground

-walking should be controlled by w and d

As a user I want the player character to be able to sprint/move at an increased pace

-sprinting should be animated

-sprinting should be controlled by shift

-sprinting should be always an option (not limited) while on the ground

As a user I want the player character to be able to turn

-turning may or may not be animated

-turning is controlled by moving the mouse horizontally

As a user I want the player character to be able to shuffle from side to side

-shuffling should be animated

-shuffling should be a slow form of movement meant for precise placement

As a user I want there to be a combat system

-the combat system should be complex enough to be entertaining and somewhat challenging but not so complex as to be confusing

As a user I want there to be a default attack/sequence of attacks

-there should be animations for each attack in the sequence

-default attacks should have a somewhat short range

-they should be weak but not useless

As a user I want there to be a magic system with resource management

-the character should be vulnerable while casting offensive/summoning spells

As a user I want there to be a resource that depletes when spells are cast

-the resource should deplete at different rates based on the cast spells relative power

As a user I want a spell or spells that summon allies

-the spell/spells should have distinct animations from other non-summoning spells

-there needs to be a limited number of allies that can be summoned at any given time

As a user I want these allies to be somewhat competent in assisting me in combat

-the allies should divert enemy attention from the player to themselves

-the allies should be somewhat capable of fighting on their own

As a user I want to know how much of the resource I have at any given moment

-There should be a health and mana bar/icon to deonote resources

-There should be a regen system to gain health and mana back

-There should be a notification when out of mana or low on health

As a user I want an informative HUD

-the information displayed should be around the edge of the screen regardless of aspect ratio

-health should be displayed as a percentage of a bar

-mana should be displayed as a percentage of a bar

-notifications should be displayed

-when health is low

-when mana is low

-when the player is near something they can interact with

-when the user tries to do something of significance that isn’t allowed

-such as casting a spell with no mana

-such as interacting with nothing

-display control mappings?

As a user I want there to be hostiles to engage in combat

-enemies should have some predictability in where/when they spawn and their patterns

-enemies should only spawn if the player is nearby

-enemies should despawn if the player moves far enough away from them

-enemies should lose aggro on player if distracted by player allies

-non-human enemies should have their priorities split between the player/player allies and human npcs

As a user I want a variety of hostiles with different behaviours

-basic skeleton

-passive until personal space is invaded or is attacked

-gives up easily if the player goes a medium distance away

-fighter skeleton

-aggresive at a medium distance

-will chase player for a long distance

-basic goblin

-aggresive at a medium distance

-will chase player until one of them dies after aggroed

-goblin necromancer

-defensive at a medium distance

-summons aggressive enemies when player gets too close

-doesn’t directly attack the player

-tries to run to a safe distance if the player gets close

-high detail dude in armor that probably shouldn’t be free

-aggresive at a medium distance

-hunts the player down after the player walks in range

-won’t stop chasing player until one of them dies

-will attack/be attacked by other enemies

-will search for player if the player gets far enough away

-zombies

-aggresive at small distances

-will chase for long distance after the player gets too close

As a user I want there to be an inventory system

-Items should be stored in an easy to access manner

-Items will be conjured into Ghouls hand

-Spells should be handled similar to the weapon system

-Number keys will be used to switch between spells and weapons

As a user I want an interesting setting and environment with multiple unique areas

-there should be a town

-at this rate the town will be somewhat abandoned/overrun by goblins and zombies

-there should be a forest

-there should be a castle

As a user I want there to be some form of camera control

-the camera should be controlled via the mouse

-the camera should be locked with the player

-it should be possible to zoom in and out with the camera using alt-scrollwheel

-the camera should try to avoid having its view of the player character blocked

-unload textures between the player and camera object?

As a user I want there to be sound

-there should be a sound for each footstep (from each model)

-there should be ambient sounds for each area

-there should be a sound/sounds for each animation

-there should be background music

As a user I want there to be a form of sound volume control

As a user I want there to be a menu where I can change options and exit the game

-these options should include music volume

-sfx volume

-keymapping

-graphical options

As a user I want to be able to interact with the environment

-there should be openable doors

-there should be items that can be picked up

-the interact key will be e

-any interactable within a certain distance of the character should be active

-if there are multiple active interactables the targeted one should be cycled through with scroll wheel

-the hud should display the name of the currently selected interactable and if there are other interactables