Scope Plane

What do they want?

A memory training game to be played by primarily younger users.

What features/content do they want included?

1. Themes including princesses and mining
2. Levels
3. Scoring to give the ability to improve

What can be done currently and what will need to wait until a future build?

Possible in this build:

Currently   most of this can be achieved however it may not yet be possible to create a high score list without a backend database to hold the scores in, however looking into local storage which may be a way of keeping scores locally for those playing.

Possible in a future build:

Using a database to store high scores.

Are there any legal or other considerations to take account of?

None at present, all images etc to be used to be acknowledged in README.md file and only to use those

Scenario	**Requirements**
User wants to choose the theme of the game they want to play.	Theme options made available to user.

Scenario	**Requirements**
User wants to try different levels to improve their memory and score.	Once user picks the theme they want to play they can select the level they want.