

Client wants a 2D platformer game where the player controls cute animals.

As a user, I want the player to be cute animals, so that they will be fun to look at it and to play with.

As a user, I want to be able to do incorporate laundry into the game. Laundry you can collect and use for your characters.

As a user, I would like to enjoy a fun, yet challenging game, so I prefer levels to be randomly generated.

As a user, I would like a variety of characters to choose from, and I want each of those characters to do something differently.

As a user, I should be able to use laundry in the store to gain upgrades for my player.

As a user, I should be able to buy these upgrades in a store of some sort.

As a user, I should be able to clear each area by destroying all the enemies in that area.

As a user, I should ideally have as many levels as we can build. Keep generating areas with more and more enemies that are more difficult.