

<b>As a video game player/ user I want...</b>			
To have a start menu			
Have buttons for Story Mode, Endless Mode, and Exit			
To defend a castle against enemies			
enemies come from the right side of the screen			
the castle has a hp bar			
the castle is stationary at the left side of the screen			
The player can move the main character on the terrain			
To upgrade the weapons the palyer can use			
the weapons have different damage and attack rate			
the game gets incrementally harder as it progresses			
enemies have different routes			
different types of enemies have different hp, damage, and attack rates.			
After the game end, the user can choose story mode			
the player can choose endless mode			
There is a game gui			
There is a pause menu			
to hear music/sound effects for the game			