As As a video game player, I want…

- Start menu
    - Have buttons for "Story mode", "Endless mode" and "exit"
        - The ability to play a "story mode" with 10 waves and a final boss
        - The ability to play a "endless mode" with a continuous wave of enemies until death (so the game is more playable as the player can still have fun after beating the game in story mode)
- To defend a castle against enemies (So that the game pose challenge)
    - Enemies come from the right side of the screen
    - The castle has a HP bar
    - The castle is stationary on the left side of the screen
    - The player only have one life
- The player can move the main character on the terrain
    - "Left" key to move to left
    - "Right" key to move to right
    - "Up" key to jump(with gravity down)
- To upgrade the weapons my player can use (more playable)
    - Weapons have different damage and attack rate
- The game to get incrementally harder as it progresses (in waves)
- A range of enemies to fight(more fun!)
    - Different types of enemies come with different routes
    - Different types of enemies have different HP, damage and attack rate.
- After the game end.
    - "Story mode": Return to start menu.
    - "Endless mode": Display player's score before return to start menu.