

## **USER STORIES**

- As player, I want to use a friendly and intuitive interface so that easy access to the game.
- As player, I want to visualize four different body parts of the lego figure so that detect pattern variability.
- As player, I want the illumination pattern to be random so that would be impossible to predict the pattern.
- As player, I want to light up the selected body part so that will allow me to make sure of my selection.
- As player, I want to in case I get the pattern right, I will advance in level so that the difficulty of the pattern will increase as the level increases.
- As player, I want to in case of level advancement, the speed of the pattern will increase so that the difficulty of the pattern will increase.
- As player, I want to in case I fail the pattern the game over screen will be displayed so that I can start another play.

