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| **Story:** User plays the “Loopy Bird” game  **In order** to beat the high score  **As a** Player  **I want to** play the game  **Scenario 1:** Player correctly move the bird to cross levels in the game  **Given:** that the game is set up  **And:** player is playing the game  **When:** player correctly move the bird in the game  **And:** grabs the loops or pass the pipes successfully without hitting on ground  **Then:** beats the game |

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| **Story:** User plays the “Loopy Bird” game  **In order** to beat the high score  **As a** game application  **I want to** display screen  **Scenario 1:** Player correctly move the bird to cross levels in the game  **Given:** that the game is set up  **And:** player is playing the game  **When:** player correctly move the bird in the game  **Then:** loads the next screen of the stage |