Story: Action triggers on welcome page.

**Actors:**

Roger: Player who is on welcome screen of the game

**Narrative:**

As a player

I want to have options of viewing instructions and before on home page

So that I would understand game rules and criteria

I want to view credits of the game

So that I can view the team who developed the game

**Scenario 1: Roger wishes to view game instructions**

Given that Roger is on welcome screen of the game

And the welcome screen has 'instructions' button that directs to instruction screen

When he clicks on the 'instructions' button

Then he should be displayed instructions screen

And there should be a 'home' button on instruction screen

And clicking on that button should direct him back to welcome screen

**Scenario 2: Roger is eager to know team of game developers**

Given that Roger is on welcome screen of the game

And the welcome screen has 'credits' button that directs to credits screen

When he clicks on the 'credits' button

Then he should be displayed credits screen

And there should be a 'home' button on credits screen

And clicking on that button should direct him back to welcome screen

Story: New player enters unique player name.

**Actors:**

Roger: Player who is on welcome screen of the game

**Narrative:**

As a player

I want to enter a player name of my player

So that I could identify my score in scoreboard

**Scenario 1: Roger enters unique player name**

Given that Roger is on welcome screen of the game

And the welcome screen has 'play game' button that directs to player game screen

When he clicks on the 'play game' button

Then he should be asked to enter name of the player

And the name entered by Roger must be checked if unique i.e. there should be no two

player playing game with same name at any moment

And once server confirms the name to be unique, Roger will be directed to game play screen

**Scenario 2: Roger enters duplicate player name**

Given that Roger is on welcome screen of the game

And the welcome screen has 'play game' button that directs to player game screen

When he clicks on the 'play game' button

Then he should be asked to enter name of the player

And the name entered by Roger is duplicate, i.e. already a player exists in server list with that name.

Then Roger should be asked for player name again and notify that the player name has already been taken.

Story: current players to receive update if new player joins or leaves the game.

**Actors:**

Roger: New player who has just connected to the game.

Sam, Mike: Players who are already playing the game

Server: Game engine running on server machine

**Narrative:**

As a player

I wish to see list of players connected to game

So that I know how many players I am playing with

I wish to see live score updates of all players on my game screen

So that I can know what is my position on scoreboard during the game

**Scenario 1: Roger has entered the game by connecting to the server**

Given that game server was started by admin

And Sam, Mike joined the game and started playing

When Roger joins game in such situation

Then Roger should be connected with Sam and Mike in next round of the game

And there should be at least 5 rounds during each game

So that new players can be start playing without long delay

And server should maintain the list of players connected to game

So that it can ensure no new player enters duplicate of existing name.

**Scenario 2: Roger started playing the game along Sam and Mike**

Given that Roger, Sam and Mike are playing on the same game server

And Roger has just joined the game

When Roger starts playing in such situation

Then Sam and Mike must be notified about the new player Roger

And each player much be able to see list of players on game screen

So that they can know how many players are they playing against

**Scenario 3: Roger exits game**

Given that Roger is playing game with Sam and Mike on same server

And Roger has quit game

When Roger quits game in such situations

Then Roger's player name should be removed from list of players (which is maintained by server)

And Sam and Mike's game screen should be updated with new list of players in the game

So that they know when a player quits game

Story: Roger playing the game

**Actors:**

Roger: Player who has joined the game and started playing

Server: Game engine running on server machine

**Narrative:**

As a player

I wish to play the game

So that I can compete with other players

I wish to have exit option to stop playing the game.

And game consist of target number and hidden numbers under the cups

And player guesses the target number in the cups by clicking the cup

And the numbers under the cup is sorted.

**Scenario 1: Roger clicks on a cup**

Given that Roger is playing the game

And Roger is shown target number

And Roger is shown the cups and numbers hidden behind the cups

When Roger clicks on the cup in such situation

Then the server should check if target number and clicked number matches

And Roger should be notified if the guess was correct or not

**Scenario 2: Roger clicks on the correct cup**

Given that Roger is playing the game

And Roger is shown target number

And Roger is shown the cups and numbers hidden behind the cups

When Roger clicks on the correct cup

Then the number behind the cup is revealed

Then the server confirms that the number behind the clicked cup and target cup matches

And Roger is notified that his guess is correct

And Roger finishes that round.

**Scenario 3: Roger clicks on the incorrect cup**

Given that Roger is playing the game

And Roger is shown target number

And Roger is shown the cups and numbers hidden behind the cups

When Roger clicks on the incorrect cup

Then the number behind the cup is revealed

Then the server checks whether that the number behind the clicked cup and target cup matches

And Roger is notified that his guess is incorrect

And Roger continues with the game

Story: Players viewing scoreboard at game end.

**Actors:**

Roger, Sam: Players who finished playing the game and are at end screen.

Server: Game engine running on server machine

**Narrative:**

As a player

I wish to view score board

So that I can know my score

And my position in competition with other players.

**Scenario 1: When Roger and Sam are at the game end.**

Given that Roger and Sam are at game end

And they have finished the playing the game

When they are at end in such situations

Then they should be displayed the score board (scores would be maintained by server)

And should be sorted so that winner of the game is at the top of the board

Story: Player actions at game end screen.

**Actors:**

Sam: Players who finished playing the game and are at end screen.

Server: Game engine running on server machine

**Narrative:**

As a player

I wish to have options of playing again

So that I can continue playing the game

I wish to have exit option to stop playing the game.

**Scenario 1: Sam have finished playing round 5**

Given that Sam has reached end of round 5(considering that round 5 being last round of the game)

And they are directed to scoreboard screen

When they at such scenario

Then they should view cumulative points of all rounds

And there should be 'Play Again'

So that those who wish to play again can start a session

And there should be 'Exit' button on that screen

So that those who wish to exit will leave the game

**Scenario 2: Sam clicks on Play again on score board screen**

Given that Sam was on scoreboard screen

And Sam clicks 'Play Again' button

When certain scenario prevails

Then server starts new session with Sam

And waits for certain time for other players to make a decision

**Scenario3: Sam clicks on 'Exit' button on scoreboard screen**

Given that Sam was on scoreboard screen

And Sam clicks 'Exit' button

When certain scenario prevails

Then server removes Sam from list of players

And disconnects Sam from the game

And Sam is directed to home screen

**Scenario 4: Roger fails to make decision on scoreboard screen**

Given that Sam is on scoreboard screen

And fails to make a decision within 10 seconds (considering that server wait time to start new session is 10 seconds)

When certain scenario prevails

Then server removes Sam from list of players

And disconnects Sam from the game

And Sam is directed to home screen