Given _____, When _____, Then _____.

The Given-When-Then formula is a template intended to guide the writing of acceptance tests for a user story:

(Given) some context
(When) some action is carried out
(Then) a particular set of observable consequences should obtain

For example:
Given a hungry cat.
When I attempt to feed the cat.
Then the cat should no longer be hungry.

Given a hungry cat.

When I attempt to feed the cat.

Then the cat should no longer be hungry

GIVEN

WHEN

THEN

Group 1

Given
Some Context:
- Hungry Cat
- Smelly Cat
- ?

When
Some Actions:
- Feed
- Pet
- Bathe
- Walk

Then
Some observations:
- Hunger
- ?

Given a hungry cat.

When I attempt to feed the cat.

Then the cat should no longer be hungry

Try it out yourself using a dog instead of cat

Given a smelly dog

When I fill the bath

Then the dog runs away

Given a hungry dog

When I pour his food into a container

Then the dog eats

Given a sad dog

When I give him a toy

Then he wags his tail

Given a happy and energetic dog

When I open the pool gate

Then the dog runs and jumps into the water.

Group 2

Given
Some Context:
- Hungry Cat
- Smelly Cat
- ?

When
Some Actions:
- Feed
- Pet
- Bathe
- Walk

Then
Some observations:
- Hunger
- ?

Given a hungry cat.

When I attempt to feed the cat.

Then the cat should no longer be hungry

Try it out yourself using a dog instead of cat

Given a hungry dog

When I get home from work

Then I will feed him

Given a lonely dog

When I take him to the park

Then he should make friends

Given a sick dog

When I take her to the vet

Then she will be healed

Given that I have a good dog

When I ask her to sit

Then she will get a treat

Group 3

Given
Some Context:
- Hungry Cat
- Smelly Cat
- ?

When
Some Actions:
- Feed
- Pet
- Bathe
- Walk

Then
Some observations:
- Hunger
- ?

Given a hungry cat.

When I attempt to feed the cat.

Then the cat should no longer be hungry

Try it out yourself using a dog instead of cat

Given a sad dog

When petting the dog / leaving dog outside / scolding the dog

Then it becomes a happy dog / remains a sad dog

Given a smelly dog

When given a bath / playing in the dirt / not given a bath

Then dog smells good / remains smelly

Given a naughty dog

When disciplined / not disciplined

Then dog should behave / dog will remain naughty

Given an active dog

When taken for a long walk / given a treat / a friend comes to visit

Then dog will be more relaxed / will still be active and disruptive

Given a hungry dog

When fed with dog food / not fed / given 'bad' food

Then dog is no longer hungry / is still hungry / gets sick

Group 4

Given
Some Context:
- Hungry Cat
- Smelly Cat
- ?

When
Some Actions:
- Feed
- Pet
- Bathe
- Walk

Then
Some observations:
- Hunger
- ?

Given a hungry cat.

When I attempt to feed the cat.

Then the cat should no longer be hungry

Try it out yourself using a dog instead of cat

Given an angry dog

When you take his food away

Then He should bark at you

Given a happy dog

When you pet him

Then he should crawl up and cuddle

Given a white dog

When he plays in mud

Then his fur should turn brown

Given a sad alone dog

When he is cuddled

Then he should wag his tail