Story 1: configuration files (environment store)

As a user

I want to make configuration files

So that I can easily load configurations

Scenario 1.1: maps

Given the user has launched the GUI

And the user has created the map they wanted

When the user presses the create map button

Then a configuration file should be created and usable

Scenario 1.2: bots

Given the user has launched the GUI

And the user has specified how many bots

When the user presses the create map button

Then a configuration file should be created and usable

Scenario 1.3: human

Given the user has launched the GUI

And the user has specified which bot is human controlled

When the user presses the create map button

Then a configuration file should be created and usable

Story 2: Human player GUI

As a user

I want to control the bot

So that I can tell the bot what to do

Scenario 2.1: control

Given the human player GUI has started

When the user clicks a command

Then the bot does that command and the GUI shows this as feedback

Scenario 2.2: message

Given the human player GUI has started

When an e-partner message has been sent

Then the GUI should show this message

Scenario 2.3: visual feedback

Given the human player GUI has started

When an event has occurred that limits or extends the bots commands

Then the list of possible commands in the GUI should be updated

Story 3: simulation

As a user

I want to create simulation conditions

So that I can easily create specific scenarios

Scenario 3.1: handicaps

Given the handicap GUI has started before the simulation run

When the user selects a handicap. For example: gripper, colorblind, size, speed, ability to walk

Then when the simulation runs the simulation should have that handicap

Story 4: e-Partner

As a user

I want to be able to use my e-Partner

So that I can assist bots

Scenario 4.1: control

Given the user holds the e-Partner

When the user executes an action to move the block representing the e-Partner

Then the block moves in the given direction.

Scenario 4.2: communication

Given the user holds the e-Partner

When the user types in a message to send to another e-Partner

And the user clicks to send the message

Then the typed message is sent.