Feature: Screen Freezes When Ball Hits Opposite Walls Consecutively

Scenario: Game freezes when a ball bounces off opposite walls in sequence

Given The player is on the homepage of the game at https://dreamshot-qa-task.netlify.app/

When The player clicks on the SHOOT BUBBLES! button

And The balls load on the screen

And The player shoots a ball into the lower right corner

And The ball bounces off the right wall

And The ball then hits the left wall

Then The screen freezes

And The player must click the Pause button and then Resume to continue the game

Expected Outcome:

Given The player is on the homepage of the game at https://dreamshot-qa-task.netlify.app/

When The player clicks on the SHOOT BUBBLES! button

And The balls load on the screen

Then The ball should bounce off the walls without freezing the screen

And The game should continue smoothly without requiring a pause

Attachments:

- Video Recording: click here

Feature: Red and Green Balls Fall and Points Are Awarded Incorrectly

As a player,

      I want to ensure that red and green balls behave correctly when they collide with each other

      So that the correct balls fall off the screen and points are awarded only under the correct conditions.

Scenario: Red balls should not fall when hit by a green ball (with one or more red balls present)

      Given I start the game and balls are loaded on the screen

      And there is one or more red ball on the screen surrounded by other colored balls

      When I shoot a green ball at the red ball

      Then the red ball should not fall off the screen

      And no points should be awarded

      And the green ball should stay in place unless it hits at least two other green balls

Scenario: Green balls should not fall when hit by a red ball (with one or more green ball present)

      Given I start the game and balls are loaded on the screen

      And there is one or more green balls on the screen surrounded by other colored balls

      When I shoot a red ball at the green ball

      Then the green ball should not fall off the screen

      And no points should be awarded

      And the red ball should stay in place unless it hits at least two other red balls

Scenario: Red balls should fall when they hit at least two other red balls

      Given I start the game and balls are loaded on the screen

      And there are at least two red balls on the screen

      When I shoot a red ball at a group of at least two other red balls

Then all red balls in the group should fall off the screen

And I should receive points

Scenario: Green balls should fall when they hit at least two other green balls

Given I start the game and balls are loaded on the screen

And there are at least two green balls on the screen

When I shoot a green ball at a group of at least two other green balls

Then all green balls in the group should fall off the screen

And I should receive points

Attachments:

Video Recording: click here

Feature: Yellow and Blue Balls Do Not Fall When Hit by a Corresponding Ball

As a player,

I want to ensure that when I shoot a corresponding yellow or blue ball at a group of four yellow or blue balls,

all five balls (the shot ball and the group of four) should fall off the screen and I should receive points.

Scenario: Shooting a yellow or blue ball at a group of four yellow or blue balls

Given I have started the game and the balls are loaded on the screen

And there are exactly four yellow or blue balls on the screen

When I shoot a yellow or blue ball at the group of four yellow or blue balls

Then all five balls (the shot ball and the four others) should fall off the screen

And I should receive points for all five balls falling off the screen

Scenario: No balls fall when the shot yellow or blue ball hits the group of four

Given I have started the game and the balls are loaded on the screen

And there are exactly four yellow or blue balls on the screen

When I shoot a yellow or blue ball at the group of four yellow or blue balls

Then no balls (including the shot ball and the group of four) should fall off the screen

And no points should be awarded because no balls fall off the screen

Attachments:

Video Recording: [click here](#)