## Scenario: The pause button is always available

Given the user is currently in-game
Then the ‘Pause’ button is shown
When the user presses the ‘Pause’ button
Then the pause menu is shown as expected

## Scenario Outline: Pause Menu displays correct buttons

Given the pause menu is shown
Then the {button} is shown
Examples:

| button | |
|---|---|
| Play | |
| Restart | |
| Quit | |

## Scenario: Game lasts 5 minutes

Given the user is currently in the Start Menu
Then the timer shows 5 minutes
When the user clicks play
The timer counts down correctly
When the timer is at 0
The End Screen is displayed

## Scenario: Starting an initial Game

Given the user is currently in the Start Menu
When the user presses the ‘Play’ button
Then the timer starts
And the scoring is activated

## Scenario: Restarting a Game

Given the user is currently in the Game
When the user presses the ‘Pause’ button
Then the pause menu is shown as expected
When the user presses the ‘Restart’ button
Then the clock resets to 5:00
And all buildings and roads are removed
And the score resets to 0

## Scenario: Starting a new Game

Given the user is at the End Screen

When the user presses the ‘Restart’ button
Then the pause menu is shown as expected
And the clock resets to 5:00
And all buildings and roads are removed
And the score resets to 0

## Scenario Outline: A user can place a building on the map.

Given that the user is currently in-game,
When the user selects a {building}
And the user selects a valid area on the map
Then the building is placed
And the building counter is incremented correctly
Examples:

| building | |
|---|---|
| accommodation | |
| study | |
| canteen | |
| recreation | |

## Scenario: A user cannot place a building in the lake.

Given there exists a lake
When the user tries to place a new building in the lake
Then the tile is blocked
And the building is not placed

## Scenario: A user cannot place a building on a tree.

Given there exists a tree
When the user tries to place a new building on the tree
Then the tile is blocked
And the building is not placed

## Scenario: A user cannot place a building on the map where another building exists.

Given there already exists a building
When the user tries to place a new building on that tile
Then the tile is blocked
And the new building is not placed

## Scenario Outline: A user can place another building of a type there are multiple allowed

Given there already exists a {building}
When the user places another {building}
Then it places correctly
And the building counter is incremented correctly
Examples:

| building |
| --- |
| Accommodation |
| Study |
| Canteen |
| Recreation |

## Scenario: The pause menu works as expected

Given that the game is running
When the user presses the ‘pause’ button
Then the pause menu is displayed
And the timer is paused
And the score remains constant
And any building cooldown timer is paused
And the user cannot place any buildings

## Scenario: The user can exit the pause menu

Given the game is paused
When the user presses the ‘play’ button
Then the ‘Game Screen’ is displayed
And the timer restarts
And the scoring is activated

## Scenario: A user can exit the game from the Start Menu

Given that the user is currently in the Start Menu
When the user presses the ‘Quit’ Button
Then the game is closed

## Scenario: A user can exit the game from the Pause Menu

Given that the user is currently in-game
When the user presses the ‘pause’ button
And the user presses the ‘quit’ button
Then the game is closed

## Scenario: User doesn’t want to save their score

Given the end screen is displayed
When the user enters their name/id into to the text box
And does not click the save score button
Then their score is not saved to the leaderboard
And is not shown on the leaderboard

## Scenario Outline: Canteen building distance bonuses

Given there is {buildings} connected by {distance} roads from a canteen
Then the bonus will be {bonus}

Examples:

| buildings | distance | bonus |
|---|---|---|
| 1 accommodation | 4 | 0.5 |
| 1 accommodation | 8 | 0 |
| 2 accommodation | 4 | 1 |
| 2 accommodation | | 0 |
| | | |
| 1 study | 8 | 1 |
| 1 study | 12 | 0 |
| 2 study | 8 | 2 |
| 2 study | 12 | 0 |
| | | |
| 1 accommodation, 1 study | 4 | 1.5 |
| 1 accommodation, 1 study | 8 | 1 |
| 1 accommodation, 1 study | 12 | 0 |
| | | |
| 1 accommodation, 2 study | 4 | 2.5 |
| 1 accommodation, 2 study | 8 | 2 |
| 1 accommodation, 2 study | 12 | 0 |
| | | |
| 2 accommodation, 1 study | 4 | 2 |
| 2 accommodation, 1 study | 8 | 1 |
| 2 accommodation, 1 study | 12 | 0 |
| | | |
| 2 accommodation, 2 study | 4 | 3 |
| 2 accommodation, 2 study | 8 | 2 |
| 2 accommodation, 2 study | 12 | 0 |

## Scenario: End screen displays correctly

Given the 5 minute timer is up
Then the end screen is displayed correctly

## Scenario: User wants to save their score

Given the end screen is displayed
When the user enters their name/id into to the text box
And clicks the save score button
Then their score is saved to the leaderboard
And is shown on the leaderboard

## Scenario Outline: Accommodation building distance bonuses

Given there is {buildings} connected by {distance} roads from a canteen
Then the bonus will be {bonus}

Examples:

| buildings | distance | bonus |
|---|---|---|
| 1 recreation | 4 | 0.5 |
| 1 recreation | 8 | 0 |
| 2 recreation | 4 | 1 |
| 2 recreation | 8 | 0 |
| 1 study | 8 | 1 |
| 1 study | 12 | 0 |
| 2 study | 8 | 2 |
| 2 study | 12 | 0 |
| 1 recreation, 1 study | 4 | 1.5 |
| 1 recreation, 1 study | 8 | 1 |
| 1 recreation, 1 study | 12 | 0 |
| 1 recreation, 2 study | 4 | 2.5 |
| 1 recreation, 2 study | 8 | 2 |
| 1 recreation, 2 study | 12 | 0 |
| 2 recreation, 1 study | 4 | 2 |
| 2 recreation, 1 study | 8 | 1 |
| 2 recreation, 1 study | 12 | 0 |
| 2 recreation, 2 study | 4 | 3 |
| 2 recreation, 2 study | 8 | 2 |
| 2 recreation, 2 study | 12 | 0 |

## Scenario Outline: Canteen overcrowding

Given there is {building setup}
And there is no event active

Then there is {bonus} in the score

Examples:

| building setup | bonus |
|---|---|
| 1 accommodation, 1 canteen, 2 study | no change |
| 1 accommodation, 0 canteen, 2 study | a decrease |
| 2 accommodation, 0 canteen, 2 study | no change |
| 2 accommodation, 1 canteen, 2 study | no change |
| 3 accommodation, 1 canteen, 2 study | no change |
| 4 accommodation, 1 canteen, 2 study | no change |
| 5 accommodation, 1 canteen, 1 study | a decrease |
| 5 accommodation, 2 canteen, 1 study | no change |

## Scenario Outline: Study overcrowding

Given there is {building setup}

And there is no event active

Then there is {bonus} in the score

Examples:

| building setup | bonus |
|---|---|
| 1 accommodation, 2 canteen, 1 study | no change |
| 1 accommodation, 2 canteen, 0 study | a decrease |
| 2 accommodation, 2 canteen, 1 study | no change |
| 2 accommodation, 2 canteen, 1 study | no change |
| 3 accommodation, 2 canteen, 1 study | no change |
| 4 accommodation, 2 canteen, 1 study | a decrease |
| 4 accommodation, 2 canteen, 2 study | no change |

## Scenario: score is displayed during Gameplay

Given the user is in-game

Then the user can clearly see their score

## Scenario: score is displayed at end of game

Given the end game screen is displayed

Then the user will have their score displayed to them