BEHAVIOR DRIVEN DEVELOPMENT
SCENARIOS

Story 1: As a Black Panther in the game Level 0 I want to be able to earn the Power Gems and collect swords So that I can use them to fight in next level

Story 2: As a Black Panther in the game Level 1 I should be able to throw weapons and kill enemy objects.

Story 3: As a Black Panther in the game Level 1 I should be able to see Level 2 Score and health Score

Story 4: As a Black Panther in the game Level 0 I should be able to see help and next level button screen after finishing Level 0

Story 5: As a Black Panther in the game Level 1 I should be able to see help and next level button screen after finishing Level 1

Story 6: As a Black Panther in the game Level 0 I should be able to see retry screen after I lose.

Story 7: As a Black Panther in the game Level 1 I should be able to see retry screen after I lose.

Story 8: As a Black Panther in the game Level 1 I should be able to see win screen after I win.

Story 9: As a Black Panther in the game Level 1 I should be able to earn points by killing enemy objects.

Story 10: As a player I should be able to start screen of game with menu buttons.

Scenario#1:
Given Player am at Level 0 , I should see the Black Panther and should be able to move him to collect Power Gems and my score should be updated.

Scenario#2:
Given I am at Level 0 , I should see the Black Panther and should be able to move him to collect Swords and my Sword score should be updated

Scenario#3:
Given am at Level 0 ,I should be able to go to next level after I reach Level 0 goal.

Scenario#4:
Given am at Level 0 ,I should be able to go to retry screen I after I lose

Scenario#6:
Given am at Level 1 ,I should be able to throw weapon and kill enemy objects and after killing enemy objects I should earn the points and my score board should be updated according