Gherkin syntax for Bubbo Bubbo

**Feature: Game trajectory display issue**

**Scenario**: Game trajectory is fixed after switching tabs

**Given** the user has opened https://dreamshot-qa-task.netlify.app/ and has started a new game

**When** they alt-tab or click anywhere on a second monitor

**And** they go back to the tab with the game

**Then** the game should continue showing the user the trajectory for where the bubbles are being shot

**But** the trajectory is now fixed at a certain spot and the player cannot see the trajectory

**Scenario #2 (for bug #2):**

**Feature: Pause button functionality issue**

**Scenario**: Game requires multiple clicks to pause

**Given** the user has opened https://dreamshot-qa-task.netlify.app/

**When** they start a new game

**And** they click on the “Pause” button at the top right corner

**Then** the game should pause

**But** the user needs to click the pause button at least 2 times for the game to pause

**Scenario #3 (for bug #7):**

**Feature: Time bubble functionality issue**

**Scenario**: Time bubble does not slow the falling rate of bubbles

**Given** the user has opened https://dreamshot-qa-task.netlify.app/ and has started a new game

**When** the user shoots at the special “time” bubble

**And** they want the time to be slowed

**Then** the falling rate of the bubbles should be slowed down

**But** the falling rate isn’t being slowed