User Story with BDD Scenarios - Aditi

//A User Story along with the supporting requirements specifications as BDD Scenarios. Make sure to use the User Voice format discussed in class and identity at least five scenarios (one for "happy path" and additional "error" scenarios).

1

As a game player,
I want to be able to "win" the game
When the game is running
So that my name is at the top of the leaderboard.

Scenario 1:
Given that the Fat Cat game is running
When a high score is achieved after completing all obstacles
Then the player will win and be placed on the leaderboard.

Scenario 2:
Given that the Fat Cat game is running
When the player dies from an obstacle but a high score is achieved
Then the player will win and be placed on the leaderboard.

Scenario 3:
Given that the Fat Cat game is running
When the time runs out but a high score is achieved
Then the player will win and be placed on the leaderboard.

Scenario 4:
Given that the Fat Cat game is running
When all obstacles are completed and a high score is not achieved
Then the player will not win.

Scenario 5:
Given that the Fat Cat game is running
When time runs out and a high score is not achieved
Then the player will not win.

Scenario 6:
Given that the Fat Cat game is running
When the player dies from an obstacle and a high score is not achieved
Then the player will not win.

Scenario 7:
Given that the Fat Cat game is running
When a high score achieved has already been achieved earlier and is already on the leaderboard
Then the player will not win.

2

As a game player,
I want to be able to navigate the main character
When obstacles and bonuses appear
So that I can complete a game level within the time limit.

Scenario 1:
Given that the Fat Cat game is running
When the right, left, up, down, A, S, D or spacebar buttons are clicked
Then the main character will move in the correct direction.

Scenario 2:
Given that the Fat Cat game is running
When any unmapped key is clicked
Then the main character will not move at all.

Scenario 3:
Given that the Fat Cat game is running
When a mouse button is clicked
Then the main character will not move at all.

Scenario 4:
Given that the Fat Cat game is running
When the up or spacebar buttons are pressed more than once
Then the main character will jump as many times as the button is clicked.

Scenario 5:
Given that the Fat Cat game is running
When the right, left, down, A, S, or D buttons are pressed more than once
Then the main character will not speed up
And will continue at its normal pace.

3

As a game player,
I want to be able to see my health, speed, and score changing
When I touch the food objects
So that the game remains challenging.

Scenario 1:
Given that the Fat Cat game is running
When the main character runs into a healthy food object
Then the health, speed, and score will increase.

Scenario 2:
Given that the Fat Cat game is running
When the main character runs into an unhealthy food object

Then the health, speed, and score will decrease.

Scenario 3:
Given that the Fat Cat game is running
When the main character does not run into any food object
Then the health, speed, and score will remain the same.

Scenario 4:
Given that the Fat Cat game is running
When the main character jumps above or avoids a food object
Then the health, speed, and score will remain the same.

Scenario 5:
Given that the Fat Cat game is running
When the main character has no visible food objects in the game play view
Then the health, speed, and score will remain the same.

4

As an end screen,
I want to appear
When the game ends
So that the game can be ended, restarted, or the leaderboard can be viewed.

Scenario 1:
Given that the Fat Cat game is running
When the main character dies
Then the end screen associated with character death will appear.

Scenario 2:
Given that the Fat Cat game is running
When the main character runs out of time before completing the full game
Then the end screen associated with time's up will appear.

Scenario 3:
Given that the Fat Cat game is running
When the main character completes the entire game within the time limit
Then the end screen associated with winning the game will appear.

5

As a game character,
I want to be able to die
When I fall into an obstacle
So that the game ends.

Scenario 1:
Given that the Fat Cat game is running

When the main character falls into a river

Then the main character will die and end the game.

Scenario 2:

Given that the Fat Cat game is running

When the main character falls into a spike bed

Then the main character will die and end the game.

Scenario 3:

Given that the Fat Cat game is running

When the main character falls into a hole

Then the main character will die and end the game.

Scenario 4:

Given that the Fat Cat game is running

When the main character jumps over an obstacle

Then the main character will not die and will continue the game.

Scenario 5:

Given that the Fat Cat game is running

When the main character does not reach an obstacle or cannot view an obstacle

Then the main character will not die and will continue the game.

6

As a health bar,

I want to be able to display and update the character's current health

When the game is in progress

So that the player knows how healthy or unhealthy the character is.

Scenario 1:

Given that the Fat Cat game is running

When the main character runs into a healthy food object

Then the health bar will increase the character's health visually.

Scenario 2:

Given that the Fat Cat game is running

When the main character runs into an unhealthy food object

Then the health bar will decrease the character's health visually.

Scenario 3:

Given that the Fat Cat game is running

When the main character does not run into a food object

Then the health bar will not change visually.