**Story:** User plays the “Treasure Hunt” game

**In order** to win the treasure hunt game

**As a** Player

**I want to** play the game

**Scenario 1:** Player correctly answers hints to cross levels in the game

**Given:**  that the game is set up

**And:** player is playing the game

**When:** player correctly answers the hints for every level in the game

**And:** grabs the treasure

**Then:** wins the game

**Scenario 2:** Player gives incorrect answers to hint questions

**Given:**  that the game is set up

**And:** player is playing the game

**When:** player gives wrong answer to hint question

**And:**  life count of player decreases to zero

**Then:** player loses the game

**Scenario 3:** Player is not able to kill the shark and skeleton hurdles in the game

**Given:**  that the game is set up

**And:** player is playing the game

**And:** player encounters the shark and skeleton hurdles in the game

**When:** player is not able to cross the hurdles

**And:**  life count of player decreases to zero

**Then:** player loses the game

**Scenario 4:** Player is not able to grab the treasure item

**Given:**  that the game is set up

**And:** player is playing the game

**And:** player has crossed all the levels of the game

**When:** player is not able to grab the treasure

**Then:** player loses the game

**Scenario 5:** Some other player has grabbed the treasure item

**Given:**  that the game is set up

**And:** player is playing the game

**When:** another player grabs the treasure

**Then:** player loses the game