

BEHAVIOR DRIVEN DEVELOPMENT SCENARIOS

Story:

As a player in the game
I want to be able to hit the enemy
So that I can kill the enemy and win the game

Scenario#1:

Given sufficient shots and lives
When I click on 'Space Bar'
Then the shots are fired
And the required shots are deducted
And the enemies are killed.

Scenario #2:

Given player is not available in the arena
When I click on 'Space Bar'
Then the shots are not fired
And no enemy is killed.

Scenario #3:

Given no shots left
When I click on 'Space Bar'
Then no shots are fired

Scenario #4:

Given game has ended
When I click on up and down arrow or 'Space Bar'
I cannot move up or down
And game shows the Congratulations if I have won
And shows game over if I am killed.

Scenario #5:

Given I have killed the enemy
When I click on 'Space Bar'
Then shots are not fired
And the game displays congratulations message on screen.