**BEHAVIOR DRIVEN DEVELOPMENT**

**Story:** Enemy shoots different objects at the Player in a random manner

In order the player loses lives

As a developer

I want the enemy to shoot different objects at the player in a random manner

**Scenario:** Enemy should be able to shoot different objects at the player in a random manner

Given the enemy is on the game area

When the game starts and the player shoots at the enemy

Then the enemy should shoot different objects at the player in a random manner.