**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.