# Testmanuscript – four-with-bot

**[US10] As a user I want the application to follow the correct win conditions, so that i can win**

Beskrivning  
Spelet startar med två människor som spelar mot varandra. Spelare 1 kommer att vinna varje gång efter 4 drag i det scenario som kontrollerar huruvida spelet följer rätt vinstregler.

Testen utförs i huvudsak genom selenium-cucumber. Viss utforskande testning har skett i början och även under test för att kontrollera hur element i koden skapas och tas bort för att underlätta automatisering.

Indata  
**Människa: Spelare 1**

**Människa: Spelare 2**

Utgångsläge  
Localhost:3000/game

## Gherkin Scenario

**Feature**: Detect win

As user I would like the app to detect all ways of winning (horizantal, vertical, diagonal in two directions).

**Background**:

**Given** that I goto the game page

**When** I choose to play as two human players

**And** with two different names

**And** press the Börja spela-button

**Then** the game should start

**Scenario**: Horizontal win

**When** the first player plays 4 bricks in a row horizontally

**Then** he/she should win

**Scenario**: Vertical win

**When** the first player plays 4 bricks in a row vertical

**Then** he/she should win

**Scenario**: Diagonal win (left to right)

**When** the first player plays 4 bricks in a diagonally (left to right)

**Then** he/she should win

**Scenario**: Diagonal win (right to left)

**When** the first player plays 4 bricks in a diagonally (right to left)

**Then** he/she should win