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Story: User should be able to pick an edge

As a player

I want to select an Edge to traverse the graph with minimum cost/weight

So that I should be able to solve the game with minimal spanning tree structure.

Scenario 1(Happy): I click on an Edge image after at least one of the Nodes is in SELECTED state.

Given at least one of the Nodes is in SELECTED state

When I click on a SUGGESTED edge image

Then a beep sound should be played

and the state of this Edge should be changed to SELECTED state

and other appropriate end's Node should also be notified to change its state to SELECTED state

and CardPart for that Node should also move to its appropriate position in GameWorld

and appropriate Edges should also be notified along with their other end's Nodes to change their states according to their current ones except this (one I just picked)

and my score should also reflect current changes into my scoreboard.

Scenario 2(Error): I click on any Node after at least one of the Nodes is in SELECTED state.

Given at least one of the Nodes is in SELECTED state

When I click on any Node image

Then no changes should be made to existing Nodes and Edges regardless of their current states.

Scenario 3(Error): I click in anywhere on GameWorld except any Nodes' or Edges' images.

Given Nodes and Edges are in any of their possible states

When I click on anywhere but Nodes' or Edges' images

Then no changes should be made to existing Nodes and Edges regardless of their current states.

Scenario 4(Error): I click on an Edge image before any of the nodes is in SELECTED state.

Given none of the Nodes is in SELECTED state

When I click on any Edge image

Then no changes should be made to existing Nodes and Edges regardless of their current states.

Scenario 5(Error): I click on a NOT_SELECTED Edge image after at least one of the Nodes is in SELECTED state.

Given at least one of the Nodes is in SELECTED state

When I click mouse on any NOT_SELECTED Edge image

Then no changes should be made to existing Nodes and Edges regardless of their current states.

Scenario 6(Error): I click on a SELECTED Edge image after at least one of the Nodes is in SELECTED state.

Given at least one of the Nodes is in SELECTED state

When I click on any SELECTED Edge image

Then no changes should be made to existing Nodes and Edges regardless of their current states.

Scenario 7(Error): I click on any Edge image after all Nodes are in SELECTED state.

Given all Nodes are in SELECTED state

When I click on any Edge image

Then no changes should be made to existing Nodes and Edges regardless of their current states.