# Task 2

You are required to automate the testing for the following flow on PlayStation.com website:

1. Use window size 1920x1080.
2. Open PlayStation.com
3. Verify that the homepage slider is working
4. Scroll to ‘New releases’ section, click on the right arrow (>) to see the Games ‘Coming soon’ and take a screenshot of the page
5. Verify the last game tile in the ‘Coming soon’ games

At each step of the flow above, include any validations that you think are relevant

## Technical Requirements

1. Please submit your cucumber test scenarios as feature files or spreadsheet or in an online tool.
2. We do not care about a complete/perfect solution.
3. We expect you to use WebdriverIO and Cucumber.
4. You must be able to present your automated tests either through your preferred hosting platform (e.g. AWS) or via a local host server

## Submission Requirements

Please submit the following to us:

* Your manual test scenarios.
* Your automated test script.
* Share your code via GitHub At

**Interview:** If selected for interview you will demo and present this to us and talk through your approach

## Notes

Cross Browser Testing

1. [using Selenium-standalone](https://www.lambdatest.com/blog/webdriverio-tutorial-with-examples-for-cross-browser-testing/)
2. [Walk through](https://support.smartbear.com/crossbrowsertesting/docs/automated-testing/frameworks/webdriverio.html)

## Questions

1. How come Coming Soon games is not the same as <https://store.playstation.com/en-us/pages/browse/1?next_thirty_days=conceptReleaseDate> ?

## Assumptions

# TODO

* Identify functions that might be used for both the tasks
* ~~Identify test cases~~
* Complete Info section of Test Plan
* Complete Test cases in Test plan
* Complete Metrics in Test plan
* Learning
* Script ?