**Project 1 User Stories**

[User Story using Genkin's pattern](https://blog.j-labs.pl/2017/02/Given-When-Then-pattern-in-unit-tests)

1. **1)** **Win Scenario.**

Given

1. The user X or Y is going to start the Tic Tac Toe game

When

1. 1) User X or Y has achieved the 3 cells horizontally, vertical or diagonal that is required to when a game.

Then

1. 1) One of the Players: X or Y has won the game. Congratulation.
2. 2) Restart the game.

1. **2)** **Draw Scenario.**

Given

1. The user X or Y is going to start the Tic Tac Toe game.

When

1. 1) Neither of users achieved the 3 cells horizontally, vertical or diagonal that is required to when a game.

Then

1. 1) It is a draw. Let’s play another round.
2. 2) Restart the game.