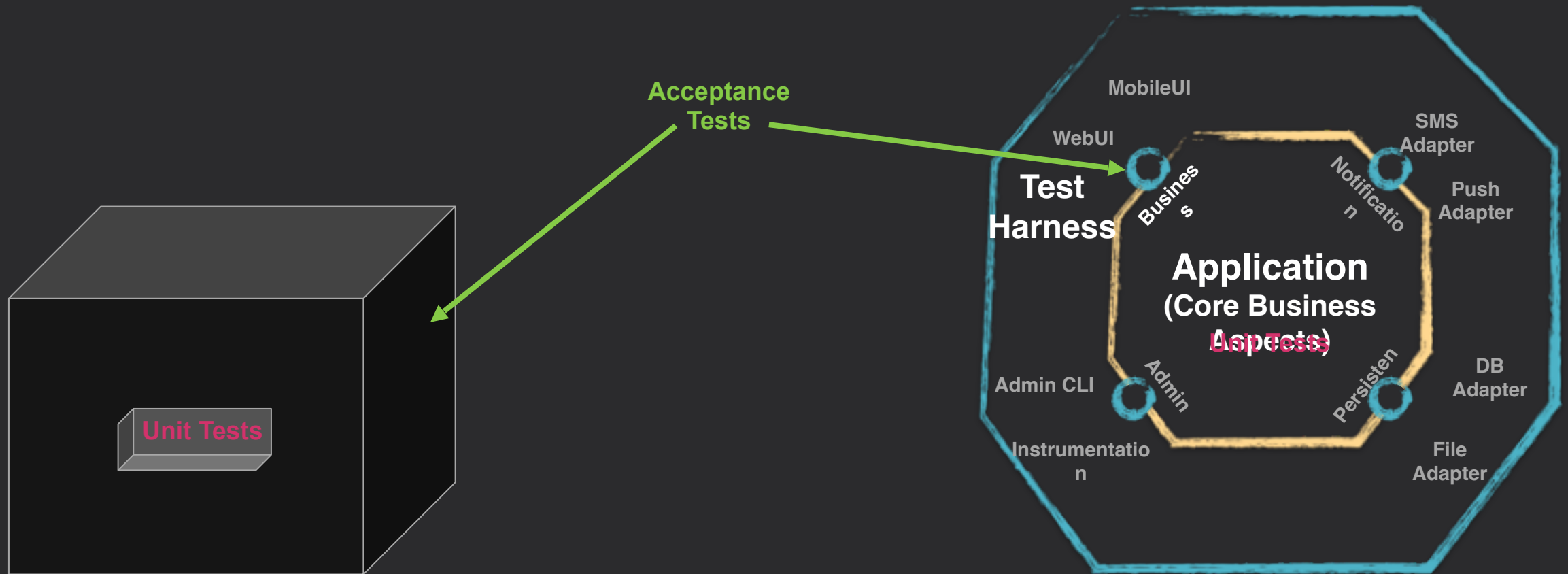



Black Box Testing through System Operations



Living Documentation

Feature: Game



I want to create a new custom character, setting their name

Scenario Outline: Set player name Bria

Character creation is currently split to be very simple; the only customization is setting the name

Shown

Scenario Outline

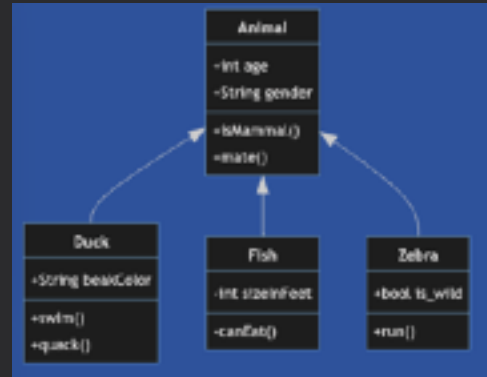
Given the player's name is "<playerNameInput>"

When the player sets their name

Then the Game sets the player's name to "<playerNameOutput>"

Examples:

#	Preview	Result	playerNameInput	playerNameOutput	Duration
1			Bria	Bria	Bria
2			Player	Player	< Time



Models to help understand the feature



Approvals and agreements



Links and references

What else could live alongside the tests?