

Story: User can play multiplayer game.

As a player of a game
I want to play against another player
So, that I can test my gaming skills.

Scenario 1: Both the players are connected.
Given the server is up and running
And Me and my opponent are connected to server.
When we both start the game
Then game should start in both of our machine
And I should have same map instance as my opponent have
And I should have the same enemy actors as my opponent have
And I should have the same encoded cipher as my opponent have
And I should have the same cipher hint as my opponent have

Scenario 2: Only one of the player is connected.
Given that server is up and running
And only I am connected to the server
When I start the game
Then I should be awaited
And should see a message that waiting for another player to connect

Scenario 3: One of the player won the match.
Given the server is up and running
And me and my opponent are connected to the server.
And me and my opponent are connected to game.
And me and my opponent have started the game.
And me and my opponent are playing the game.
When I decoded the cipher
And selected the right city name encoded in cipher
Then I should see the I won game screen
And my opponent should see the enemy actors attacking the encoded city
And my opponent should see the you lost the game screen.

Scenario 4: One of the player selected the wrong option.
Given the server is up and running
And me and my opponent are connected to the server.
And me and my opponent are connected to game.
And me and my opponent have started the game.
And me and my opponent are playing the game.
When I decoded the cipher
And selected the wrong city name encoded in cipher
Then I should not see any actions

And my opponent should also not see any actions
And timer should run as normal.

Scenario 5: Both the player could not complete the game.
Given the server is up and running
And me and my opponent are connected to the server.
And me and my opponent are connected to game.
And me and my opponent have started the game.
And me and my opponent are playing the game.
When neither me nor my opponent can decode the cipher
Then game should continue till timer ends
And I should see the enemy actors attacking the city
And I should see the game over screen
And I should see the you lost screen
And my opponent should see the enemy actors attacking the city
And my opponent should see the game over screen
And my opponent should see the you lost screen