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