

Scenario 1: User needs to buy ingredients before the start of the game

Given the user has initialized the game, shown a table full of ingredients to purchase

And when each ingredient button is clicked, a popup appears an amount, total cost, and remaining balance

When the user adjusts the amount of ingredients they wish to purchase as long as it is within their budget (starting off with 200)

And the user can hit the check mark to confirm they want to purchase 'x' amount

Then they return to ingredients screen and the money has been deducted from their balance

And they have 'x' amount of ingredients in their inventory now

Scenario 1.1: User is done purchasing ingredients

Given the user has been purchasing the ingredients they need, or they have run out of their balance

When they are done with going through each ingredient

And they click on the check mark button

Then the user is taken into the main scene of the game where it shows options to make a food or drink

And customers will begin to appear with their orders

Scenario 2: Placing orders

Given a menu list of drinks and food items

And an empty ordering system

And cat is assigned an order

When a cat places the order for a drink or food item

Then the order is added to the ordering system

And the order is shown in the queue

Scenario 3: Fulfilling orders

Given the user is prompted with an order

And the order is a 'Latte'

When the user selects to make a drink

And selects 'Latte'

And the order is made after a certain amount of time (5 sec for drinks, 7 for food)

And the user selects ready 'Latte'

And selects the customer who wants a 'Latte'

Then the system shows if the user has the correct order

And their balance is added/deducted based on the order and if it was correct