

## BDD Testing For Projectmon

### Feature: Matchmaker

- As a player
- I want to join a game
- So that I can wait to play against another player

#### Scenario 1: Matchmaker finds another player

- Given A player has connected to the server
- When another player connects
- Then both players should be put into a match

#### Scenario 2: Match Maker doesn't find a another player

- Given A player has connected to the server
- When no other player connects
- Then the player will continue waiting until another player does connect

### Feature: Choose Move

#### Scenario 1: Both players have chosen their move for the turn

- Given a player is in a battle
- When a player chooses a move
- And the other player chooses a move
- Then both moves will be done and the game turn will play out

#### Scenario 2: Only one player has chosen their move for the turn

- Given a player is in a battle
- When a player choose a move
- And the other player has not chosen their move yet
- Then the first player will wait until the other player

### Feature: Switch Projectmon

#### Scenario 1: A Player chooses to switch and the other player has made a choice

- Given a player is in a battle
- When a player chooses a Projectmon to switch to
- And the other player has made a choice
- Then the first's player Projecmon will be switched

- And the turn will play out

Scenario 2: A Player chooses to switch and the other player has not made a choice

- Given a player is in a battle
- When a player chooses a Projectmon to switch to
- And the other player as not made a choice
- Then the first player will wait for the other player to make a choice

Feature: Forfeit

Scenario 1: Player chooses Forfeit

- Given a player is in a battle
- When a player chooses to forfeit
- Then the battle will end and tell the other player they won due to forfeit.