

Unit 2 Seminar Preparation: Gherkin Scenarios for New Vehicle

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Module: Software Engineering Project Management

Unit: 2 – Requirements Gathering and Behaviour Driven Development

Feature: Getting familiar with a new vehicle

Purpose: For Unit 2 seminar prep, these scenarios demonstrate how different roles interact with a new vehicle using the Gherkin Behaviour Driven Development format.

Feature: Getting familiar with a new vehicle

As a user, driver, or fleet administrator

I want to perform key actions with a new vehicle

So that I can operate it safely, monitor it, and maintain it properly

Scenario: Driver starts the vehicle for the first time

Given the driver has a valid driving license

And the vehicle is parked with keys available

When the driver unlocks the vehicle

And inserts the key or uses push-start

Then the engine should start successfully

And the dashboard should display all warning lights correctly

And the driver should be able to adjust the seat, mirrors, and steering wheel

Scenario: Fleet administrator registers the new vehicle

Given the fleet administrator has access to the vehicle management system

When the administrator enters the vehicle's registration number, VIN, and model details

And assigns the vehicle to a driver

Then the system should save the vehicle information

And notify the assigned driver

And set the vehicle as active in the fleet database

Scenario: Maintenance technician performs first checkup

Given the technician has the vehicle maintenance checklist

When the technician inspects tire pressure, fluid levels, and brakes

And checks the engine for any warning signals

Then any issues should be logged in the maintenance system

And a maintenance report should be generated

And critical issues should trigger an alert to the fleet administrator