WINNING THE GAME:

As an Ivanhoe player, I want to collect 5 tokens (one of every colour – purple, yellow, green, red, blue) to that I can win the game

        GIVEN that there are 2-3 players total

        WHEN the any user collects 5 different coloured tokens

        THEN end the game and declare them the winner

test/comp3004.ivanhoe.game_logic/WinningGameTest -> test2PlayersWin

As an Ivanhoe player, I want to collect 4 tokens (of all different colours) to that I can win the game

        GIVEN that there are 4-5 players total

        WHEN the any user collects 5 different coloured tokens

        THEN end the game and declare them the winner

test/comp3004.ivanhoe.game_logic/WinningGameTest -> test5PlayersWin

TOURNAMENTS:

As an Ivanhoe player, I want to choose the type of tournament weapon so that I can select a token colour that will benefit me if I win

        GIVEN that the previous tournament was **not** a jousting tournament, that the player has an appropriate colour card OR a supporter card in their hand

        WHEN the player wins a tournament but has not won the game

        THEN let them pick any weapon (colour) for the next tournament

test/comp3004.ivanhoe.game_logic/StartTournamentTest -> playColorCard, playSupporterCard

As an Ivanhoe player, I want to choose the type of tournament weapon so that I can select a token colour that will benefit me if I win

        GIVEN that the previous tournament was not a tournament, that the player has an appropriate colour card OR a supporter card in their hand

        WHEN the player wins a tournament but has not won the game

        THEN let them pick any weapon (colour) except for **jousting (purple)** for the next tournament

test/comp3004.ivanhoe.game_logic/StartTournamentTest -> playSupporterCardPreviousPurple

As an Ivanhoe player, I want to pick the colour of the token I am winning

        GIVEN that the tournament is a **jousting** tournmanent

        WHEN the players wins the tournament and all other players have withdrawn

        THEN offer them a choice of all 5 token colours and let them pick which one they would like to receive

test/comp3004.ivanhoe.game_logic/WinningTournamentTest -> testJoustingTournamentWin

PLAYING CARDS:

COLOUR CARDS:
As an Ivanhoe player, I would like to play a colour card to determine the weapon (colour) of the current tournament to help me win the tournament
> GIVEN that it is the first round of a new tournament, and the player either won the previous round OR if this is the first tournament, was to the left of the dealer
> WHEN the user goes to make their first move, after drawing
> THEN only let them play an appropriate colour card, ensure that the tournament is know of this weapon type

test/comp3004.ivanhoe.game_logic/StartTournamentTest -> playColorCard

As an Ivanhoe player, I would like to play a colour card to increase the score of my display to help me win the tournament
> GIVEN that the colour card is the colour of the tournament, that this is **not a green** tournament, that it is the player's turn to play, and that playing said card will increase their display so that it is greatest total card value out of all players
> WHEN the user plays the colour card
> THEN add the card to their display, increase the player's score to include the value of the colour card

test/comp3004.ivanhoe.game_logic/ColourCardTest -> testPlayCardBasic

WITHDRAWING:
As an Ivanhoe player, I would like to withdraw from the tournament so that I can avoid losing cards
> GIVEN that it is the player's turn, and that they have **no maiden** in their display, OR a maiden but no tokens
> WHEN the player chooses to withdraw from the tournament
> THEN discard all cards in the player's display

test/comp3004.ivanhoe.game_logic/WithdrawTest -> testBasicWithdraw

As an Ivanhoe player, I would like to withdraw from the tournament so that I can avoid losing cards
> GIVEN that it is the player's turn, and that they have a **maiden** in their display and **it least one token**
> WHEN the player chooses to withdraw from the tournament
> THEN discard all cards in the player's display, allow them to choose which of their tokens they would like to return to the pot

test/comp3004.ivanhoe.game_logic/WithdrawTest -> testWithdrawMaiden, testWithdrawMaidenWithSingleToken, testWithdrawMaidenWithMultipleTokens, testWithdrawMaidenWithMultipleTokensRepeatColor

SUPPORTERS
As an Ivanhoe player, I would like to play a supporter card (either a squire or a maiden) to determine the colour of the current tournament to help me win the tournament
> GIVEN that it is the first round of a new tournament, and the player either won the previous round OR if this is the first tournament, was to the left of the dealer
> WHEN the user plays either a squire or a maiden
> THEN let them pick which colour tournament they would like to start

test/comp3004.ivanhoe.game_logic/StartTournamentTest ->, playSupporterCard

As an Ivanhoe player, I would like to play a supporter card (either a squire or a maiden) to determine the colour of the current tournament to help me win the tournament

      GIVEN that it is the first round of a new tournament, that the previous tournament was a **jousting** tournament, and the player either won the previous round

      WHEN the user plays either a squire or a maiden

      THEN let them pick which weapon (colour) tournament they would like to start, except for jousting (purple)

test/comp3004.ivanhoe.game_logic/StartTournamentTest ->, playSupporterCardPreviousPurple

As an Ivanhoe player, I would like to play a squire (supporter card) to increase the value of my display to help me win the tournament

      GIVEN that it is the player's turn, that playing said card will increase their display so that it is greatest total card value out of all players, and that it is not a green tournament

      WHEN the player plays a squire

      THEN add the card to their display, increase their "score" by the value of the squire card (either 2 or 3)

test/comp3004.ivanhoe.game_logic/SupporterCardTest -> testSquire

As an Ivanhoe player, I would like to play a maiden (supporter card) to increase the value of my display to help me win the tournament

      GIVEN that it is the player's turn, that they do not already have a maiden in their display, that playing said card will increase their display so that it is greatest total card value out of all players, and it is not a green tournament

      WHEN the player plays a maiden

      THEN add the card to their display, increase their "score" by the value of the maiden card (6)

test/comp3004.ivanhoe.game_logic/SupporterCardTest -> testMaiden, testMaidenAlreadyPlayed

As an Ivanhoe player, I would like to play supporter card (either a squire or a maiden) to increase the value of my display to help me win the tournament

      GIVEN that it is the player's turn, and it is a **green** tournament, and that playing said card will increase their display so that it is greatest total card value out of all players

      WHEN the player plays a squire or maiden

      THEN add the card to their display, increase their "score" by the value of 1

test/comp3004.ivanhoe.game_logic/SupporterCardTest -> testSquireGreen, testMaidenGreen

ACTION CARDS:

--- CHANGE THE TOURNAMENT COLOUR ---

As an Ivanhoe player, I would like to change from a jousting (purple) tournament to a sword (red), axe (blue), or morningstar (yellow) tournament as this will help me win the game

      GIVEN that it is the player's turn, that they possess the **UNHORSE** action card, and that it is a **jousting** tournament

      WHEN the player plays the UNHORSE action card

      THEN allow the player to pick a new tournament colour from a selection of red, blue, and yellow

test/comp3004.ivanhoe.game_logic/ActionCardTest -> testUnhorse

As an Ivanhoe player, I would like to change the colour of the tournament as this will help me win the game
> GIVEN that it is the player's turn, that it is either a sword (red), axe (blue), or morningstar (yellow) tournament, that the player has the **CHANGE WEAPON** action card
> WHEN the player plays the CHANGE WEAPON card
> THEN allow the player to pick a new tournament colour that is either red, blue, or yellow (excluding the colour of the current tournament)

test/comp3004.ivanhoe.game_logic/ActionCardTest -> testChangeWeapon

As an Ivanhoe player, I would like to change to a **green** tournament as this will help me win the game
> GIVEN that it is the player's turn, that it is either a sword (red), axe (blue), or morningstar (yellow) tournament, that the player has the **DROP WEAPON** action card
> WHEN the player plays DROP WEAPON
> THEN change the tournament colour to green

test/comp3004.ivanhoe.game_logic/ActionCardTest -> testDropWeapon

--- AFFECT ONE OR MORE DISPLAYS ---

As an Ivanhoe player, I would like to force one of my opponents to discard all purple cards from their display to help me win the tournament
> GIVEN that it is the player's turn, that they have the **BREAK LANCE** action card
> WHEN the player plays BREAK LANCE
> THEN allow them to pick an opponent who has not withdrawn from the tournament; discard all purple cards in the user's display

test/comp3004.ivanhoe.game_logic/ActionCardTest -> testBreakLance

As an Ivanhoe player, I would like to take the last card played on my opponent's display and add it to my own display to help me win the tournament
> GIVEN that it is the player's turn, that they have the **RIPOSTE** action card
> WHEN the player plays the RIPOSTE action card
> THEN allow them to pick an opponent who has not withdrawn from the tournament; take the card at the top of their opponent's display pile, add it to the top of the player's display pile

test/comp3004.ivanhoe.game_logic/ActionCardTest -> testRiposte

As an Ivanhoe player, I would like to discard any one card from my opponent's display to help me win the tournament
> GIVEN that it is the player's turn, that they have the **DODGE** action card
> WHEN the player plays the DODGE action card
> THEN allow them to pick an opponent who has not withdrawn from the tournament; allow them to pick ANY of the cards in that opponent's display; discard that card

test/comp3004.ivanhoe.game_logic/ActionCardTest -> testDodge

As an Ivanhoe player, I would like to take a card from my own display and return it to my hand to help me win the tournament
> GIVEN that it is the player's turn, that they have the **RETREAT** action card
> WHEN the player plays the RETREAT action card
> THEN allow the play to select one of the cards in their display; return it to their hand

As an Ivanhoe player, I would like to draw a card from my opponent's hand and add it to my hand to help me win the tournament

        GIVEN that it is the player's turn, that they have the **KNOCK DOWN** action card

        WHEN the player plays the KNOCK DOWN action card

        THEN allow them to pick an opponent who has not withdrawn from the tournament; select a random card from that opponent's hand and add it to the player's hand, without displaying the card to other opponents

As an Ivanhoe player, I would like to force all opponents to remove the last card from their displays to help me win the tournament

        GIVEN that it is the player's turn, that they have the **OUTMANEUVER** action card

        WHEN the player plays the OUTMANEUVER action card

        THEN remove the card at the top of each opponent's display

As an Ivanhoe player, I would like to force opponents to discard some cards from their display to help me win the tournament

        GIVEN that it is the player's turn, that they have the **CHARGE** action card

        WHEN the player plays the CHARGE action card

        THEN identify the **lowest** value card in all displays; if this card is included in the displays of any players, remove it

As an Ivanhoe player, I would like to force opponents to discard some cards from their display to help me win the tournament

        GIVEN that it is the player's turn, that they have the **COUNTERCHARGE** action card

        WHEN the player plays the COUNTERCHARGE action card

        THEN identify the **highest** value card in all displays; if this card is included in the displays of any players, remove it

As an Ivanhoe player, I would like to force all players to discard the supporters in their displays to help me win the tournament

        GIVEN that it is the player's turn, that they have the **DISGRACE** action card

        WHEN the player plays the DISGRACE action card

        THEN discard all of the supporters cards that are shown in players' displays

As an Ivanhoe player, I would like to force players to discard some cards from their display no player is displaying 2 cards with the same value to help me win the tournament

        GIVEN that it is the player's turn, that they have the **ADAPT** action card

        WHEN the player plays the ADAPT action card

        THEN each player will be shown pairs of cards with the same value that are in their display; they must select which one to discard, and which one to keep. Remove the chosen cards from their display

As an Ivanhoe player, I would like to swap one of my faceup cards with one of my opponent's faceup cards to help me win the tournament

      GIVEN that it is the player's turn, that they have the **OUTWIT** action card

      WHEN the player plays the OUTWIT action card

      THEN allow them to pick an opponent who has not withdrawn from the tournament; allow them to select one of that opponent's faceup cards (including SHIELD or stunned); allow them to select one of their own faceup cards; swap the two chosen cards

test/comp3004.ivanhoe.game_logic/ActionCardTest -> testOutwit

--- SPECIAL ACTION CARDS ---

As an Ivanhoe player, I would like my display to be immune to negative effects from the action cards of other players to help me win the tournament

      GIVEN that it is the player's turn, and that they have the **SHIELD** action card

      WHEN the user plays the SHIELD card

      THEN add the card beside the user's display, prevent the user's display from being modified by other action cards for the emainder of the tournament

test/comp3004.ivanhoe.game_logic/ActionCardTest -> testShield

As an Ivanhoe player, I would like to prevent my opponents from playing more than one card per round to help me win the tournament

      GIVEN that it is the player's turn, and that they have the **STUNNED** action card

      WHEN the user plays the STUNNED card

      THEN allow the user to pick one of their opponents that has not withdrawn from the tournament; place the card next to that opponent's display pile; prevent the opponent from playing more than one card per turn

test/comp3004.ivanhoe.game_logic/ActionCardTest -> testStunned

As an Ivanhoe player, I would like to cancel the effects of an action card that has been played to help me win the tournament

      GIVEN that the play has the **IVANHOE** action card

      WHEN the user plays the IVANHOE card

      THEN allow the user to pick an action card that has been played; cancel all effects of this action card

test/comp3004.ivanhoe.game_logic/ActionCardTest -> testIvanhoe