GUI Test Casing

* when play button is clicked the game starts at random point

Feature: Starting a Game

Scenario: Clicking the Play Button Starts the Game at a Random Point

Given the game is ready to be played

When the player clicks the "Play" button

Then the game should start at a random point

* when player hit the obstacles the player dies

Feature: Player's Interaction with Obstacles

Scenario: Player Dies upon Hitting Obstacles

Given : the game is in progress

And : there are obstacles present in the game

When : the player's character collides with an obstacle

Then : the player should die

* when player hit the water the player dies

Feature: Player Survival

Scenario: Player Dies When Hitting the Water

Given the player is in the game

When the player hits the water

Then the player should die

* when player moves it moves smoothly

Feature: Smooth Player Movement

Scenario: Player Moves Smoothly

Given the game is in progress

When the player initiates a move

Then the player's movement should be smooth

* when player moves the back ground moves smoothly

Feature: Smooth Background Movement

Scenario: Player Moves Background Smoothly

Given the game is in progress

When the player initiates a move action

Then the background should smoothly move in response to the player's action

* when player hit the water it gives a water splash

Feature: Water Splash on Player Interaction

Scenario: Player Hits the Water and Causes a Water Splash

Given the game is in progress

When the player character collides with the water

Then a water splash effect should be displayed

* when player hit the coins the coins added to our valut and coins bust

Feature: Collecting Coins

Scenario: Player Hits Coins

Given the player is in the game

And the player's vault is empty

When the player hits a coin

Then the collected coin should be added to the player's vault

And the coin should disappear or "bust" from the game

* when player hit the obstacles the player bust and stops moving

Feature: Player Interaction with Obstacles

Scenario: Player Hits an Obstacle and Stops Moving

Given the game is in progress

And the player is moving within the game

When the player hits an obstacle

Then the player should bust

And the player should stop moving

* when player died a manu open in which it says restart or exsit

Feature: Game Menu After Player's Death

Scenario: Game menu opens after the player dies

Given the player is currently in the game

When the player's character dies

Then a menu should open with the options "Restart" and "Exit"

* when player jumps the camera should not move with it if the player is in the air

Feature: Player Movement and Camera Behavior

Scenario: The camera should not move with the player when they jump

Given the game is running, and the player is on the ground

When the player performs a jump action

Then the camera should not follow the player's movement while they are in the air