Test Cases in Gherkin:-

Feature: Audio Events in Game

* Scenario: Footsteps sound when the character runs
* Given the game is running
* When the character is running
* Then I should hear the sound of footsteps
* Scenario: Unique sound when the character jumps
* Given the game is running
* When the character jumps
* Then I should hear a unique jump sound
* Scenario: Falling water sound when the character jumps in water
* Given the character is in water
* When the character jumps
* Then I should hear the sound of falling water
* Scenario: Sound of falling backdrop when the character moves below it
* Given the character is near a backdrop
* When the character moves below the backdrop
* Then I should hear the sound of the backdrop falling
* Scenario: Sound of movement when the backdrop starts to move
* Given the backdrop is moving
* When the backdrop moves behind the character
* Then I should hear the sound of the backdrop's movement
* Scenario: Sound of saw moving when the character is near it
* Given there is a moving saw
* When the character comes near the saw
* Then I should hear the sound of the saw moving
* Scenario: Unique sound when the character touches the saw
* Given there is a moving saw
* When the character touches the saw
* Then I should hear a unique sound
* Scenario: Unique sound when the backdrop falls on the character
* Given the backdrop is falling
* When the backdrop falls on the character
* Then I should hear a unique sound
* Scenario: Continuous music throughout the game
* Given the game is running
* When the game starts
* Then I should hear continuous music from start to end