Given that game has not started

When the box is open

Then the game starts

Given that the box is open

When the game starts

Then spin the compass and blink the light

Given that the compass is spinning and light is blinking

When the compass is removed

Then stop the blinking lights and spinning

Given that the compass has been removed

When the blinking lights and spinning have stopped

Then fix bearing

Given that the bearing is fixed

When the player starts moving

Then indicate towards waypoint

Given that player is moving towards waypoint

When player gets closer

Then beep faster

Given that the player is moving away from waypoint

When player gets further away

Then beep slower