# BDD WARRIORS

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# BDD WARRIORS - Rules

**Feature: Game Setup**
As a BDD Warriors facilitator,
I want to set up the game,
So that we can play

**Scenario**: <u>Players should receive 5 cards</u>
**Given**  there are from 2 to 6 players
**And** the cards were shuffled
**And** each player has their pile of identification tokens
**When** the cards are dealt
**Then** each player should have 5 cards
**And** the remaining cards should be in the draw pile

**Scenario**: <u>First player is whoever saw a Sci-fi/Fantasy/Horror movie most recently</u>
**Given**  a player Alice who saw "Dark City" last week
**And**  a player Bobbie who saw "The Hobbit" last month
**And**  a player Carol who saw "Fast&Furious" yesterday
**When**  the game begins
**Then** Alice should make the first move
**And**  the game should continue clockwise

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**Feature: Playing the game**
As a BDD Warriors player,
I want to play the cards
So that I can score points and win the game

**Scenario outline**: <u>Player may play any clause to begin a scenario</u>
**Given** it's player Alice's turn
**And** she has a clause card of **<type>**
**When**  she begins a new scenario with that card
**Then** that move  should be valid
**And**  Alice should mark her card with one of her tokens
**And** draw a new card to refill her hand
**Examples:**

```
| type    |
| Then    |
| And     |
| Given   |
| When    |
```

**Scenario:** <u>Player may continue a scenario that someone else began</u>
**Given** player Alice has started a scenario
**And** it's player Carol's turn
**When**  Carol plays a card on Alice's scenario
**Then** that move  should be valid
**And** Carol should mark her card with one of her tokens
**And** draw a new card to refill her hand

**Scenario:** Players may begin as many scenarios as they want
**Given** player Alice has started a scenario
**And** it's player Carol's turn
**When** Carol begins a new scenario
**Then** that move  should be valid
**And** Carol should mark her card with one of her tokens
**And** draw a new card to refill her hand

**Scenario:** Player discards a useless hand
**Given** player Alice doesn't have any good cards
**When** she trashes her entire hand
**Then** she should draw five new cards
**And** she should end her turn immediately

**Scenario:** Players score points by completing scenarios
**Given** the following incomplete scenario

| Card                     | Points | Player |
| Given a vampire          | 1      | Alice  |
| Then it should turn to dust | 1   | Carol  |

**And** player Bobbie has a 1-point card "`When it's staked through the heart`"
**When**  Bobbie plays that card in the scenario
**Then** Bobbie should score 2 points for completing the scenario
**And** Bobbie should score 1 point for her card
**And** Alice should score 1 point for her card
**And** Carol should score 1 point for her card

_____

**Feature: Completing a Scenario**
As a BDD Warriors player,
I want to reach a consensus about the scenario
So that we can have the best possible scenarios

**Scenario:** A scenario is complete only if it makes sense
**Given**  a player added a card to a scenario
**And**  the scenario has clauses Given, When, Then
**And**  the player read the scenario filling the blanks
**When**  the other players agree that it makes sense as a BDD scenario
**Then** it should be considered completed
**And**  the points should be scored
**And** the scenario should go to the trash pile

**Scenario:** Player must find an alternative in case of disagreement
**Given**  Alice tried to complete a scenario
**When** the other players disagree with it
**Then** Alice should be given the choice of improving it or making a different move

_____

**Feature: Special cards**
As a BDD Warriors player
I want to play special cards
So that I have an advantage

**Scenario Outline:** Reading wildcards must include the clause and key word
**Given** a scenario with a missing **<type>** clause
**When** the wildcard "ninja" is played in this scenario
**Then** **<sentence>** should be considered **<status>**
**Examples:**

```
| type  | sentence                             | status  |
| Given | Given a ninja                        | valid   |
| Then  | Then the ninja should get up on the roof | valid |
| Given | Given a ninja with a shuriken        | valid   |
| When  | When the ninja arrives home          | valid   |
| Given | Given a well-dressed pirate          | invalid |
```

**Scenario Outline:** Wildcards must complete a scenario
**Given** a scenario with missing **<clause1>** and **<clause2>**
**When** a player attempts to play a wildcard
**Then** the move should be considered invalid
**And** the player should make a different move
**Examples:**

```
| clause1 | clause2 |
| Given   | When    |
| When    | Then    |
| Given   | Then    |
```

**Scenario Outline:** Player uses an action card
**Given** it's player Bobbie's turn
**When** she uses the action **<card>**
**Then** the players should follow that card's instructions
**And** Bobbie should end her turn
**Examples:**

```
| card                          |
| Exchange a card with someone  |
| Choose a clause card from the trash |
```

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**Feature: Ending the game**
As a BDD Warriors facilitator
I want to end the game
So that we can go have lunch

**Scenario:** Game ends when a player reaches a certain number of points
**Given** the point limit is 15
**And** Alice has 10 points
**And** Bobbie has 13 points
**When** Bobbie scores 2 points
**Then** the game should end with Bobbie as winner

**Scenario:** Game ends when it reaches a certain time
**Given** the time limit is 30 minutes
**And** Alice has 8 points
**And** Bobbie has 4 points
**When** the time limit is reached
**Then** the game should end with Alice as winner

| | |
|---|---|
| **3 pts**<br><br>_____ ice cream _____ | **3 pts**<br><br>_____ laser gun_____ |
| **3 pts**<br><br>_____ spiders _____ | **3 pts**<br><br>_____ in space _____ |
| **3 pts**<br><br>_____ submarine _____ | **3 pts**<br><br>_____ Chuck Norris _____ |
| **2 pts**<br><br>Given _____ | **2 pts**<br><br>Given _____ |
| **2 pts**<br><br>Given _____ | **2 pts**<br><br>Given _____ |
| **2 pts**<br><br>Given _____ | **1 pt**<br><br>Given an insane robot _____ |
| **1pt**<br><br>Given a _____ robot _____ | **1 pt**<br><br>Given an amateur detective |
| **1 pt**<br><br>Given an experienced policewoman | **1 pt**<br><br>Given a private investigator |

| | |
|---|---|
| **1 pt**<br><br>Given _____ plane _____ | **1 pt**<br><br>Given _____ spaceship _____ |
| **1 pt**<br><br>Given ___ balloon _____ | **1 pt**<br><br>Given a guided missile |
| **1 pt**<br><br>Given a spaceship | **1 pt**<br><br>Given an alien |
| **1 pt**<br><br>Given a bus with _____ | **1 pt**<br><br>Given a scientist _____ |
| **1 pt**<br><br>Given that _____ was irradiated with _____ rays | **1 pt**<br><br>Given that Alice is a werewolf |
| **1 pt**<br><br>Given that Bob is a_____ Norse god | **1 pt**<br><br>Given mere mortal Bob |
| **1 pt**<br><br>Given _____ vampire | **1 pt**<br><br>Given Bob was bitten by_____ |
| **1pt**<br><br>Given that Alice is on _____ island | **1 pt**<br><br>Given zombie Alice |

**2 pts**

When  _____

**2 pts**

When  _____

**2 pts**

When  _____

**2 pts**

When  _____

**2 pts**

When  _____

**1 pt**

When ____ shoots _____

**1 pt**

When ___ arrives _____

**1 pt**

When ___ arrives _____

**1 pt**

When ____ atacks _____

**1 pt**

When ____ atacks _____

**1 pt**

When ____ finds _____

**1 pt**

When ____ finds _____

**1 pt**

When _____ launches _____

**1 pt**

When ____ in front of  ____

**1 pt**

When ___reaches ___ meters from ____

**1 pt**

When ___reaches ___ meters from ____

| | |
|---|---|
| **1 pt**<br><br>When _____ passes _____ | **1 pt**<br><br>When _____ hears _____ |
| **1 pt**<br><br>When _____ getss hungry | **1 pt**<br><br>When ____ presses_____ |
| **1 pt**<br><br>When _____ drops | **1 pt**<br><br>When ___ changes to _____ |
| **1 pt**<br><br>When  night falls | **1 pt**<br><br>When  the  sun rises |
| **1 pt**<br><br>When _____ gives the orders____ | **1 pt**<br><br>When _____ gives the orders____ |
| **2 pts**<br><br>Then _____ should _____ | **2 pts**<br><br>Then _____ should _____ |
| **2 pts**<br><br>Then ____ should not _____ | **2 pts**<br><br>Then _____ should _____ |
| **2 pts**<br><br>Then _____ should not_____ | **2 pts**<br><br>Then _____ should _____ |

| 1 pt | 1 pt |
|---|---|
| Then Bob should _____ | Then _____ should reach _____ |
| **1 pt** | **1 pt** |
| Then _____ should be_____ | Then _____ should transform _____ |
| **1 pt** | **1 pt** |
| Then _____ should explode | Then _____ should pick _____ |
| **1 pt** | **1 pt** |
| Then _____ should turn green | Then ____ should be in human shape |
| **1 pt** | **1 pt** |
| Then _____ should run to _____ | Then _____ should run to _____ |
| **1 pt** | **1 pt** |
| Then ____ should not appear _____ | Then _____ should arrest _____ |
| **1 pt** | **1 pt** |
| Then _____ should dodge_____ | Then _____ should dodge_____ |
| **1 pt** | **1 pt** |
| Then _____ should put _____ | Then _____ should put _____ |

| | |
|---|---|
| **1 pt**<br><br>Then _____ should land _____ | **1 pt**<br><br>Then _____ should land _____ |
| **1 pt**<br><br>Then ____ should call for backup | **2 pts**<br><br>And ___ has _____ |
| **2 pts**<br><br>And _____ | **2 pts**<br><br>And _____ |
| **2 pts**<br><br>And _____ | **2 pts**<br><br>And _____ should not _____ |
| **2 pts**<br><br>And _____ should _____ | **2 pts**<br><br>And _____ |
| **2 pts**<br><br>And _____ has _____ | **2 pts**<br><br>And a table with _____ and a brain |
| **2 pts**<br><br>And it's raining | **2 pts**<br><br>And a _____ hammer |
| **2 pts**<br><br>And a common hammer | **2 pts**<br><br>And a crime occurred |

| | |
|---|---|
| Scenario: **Exchange a card with someone**<br>Given it's your turn<br>When you play this card<br>Then discard this card, draw another and **exchange a card with someone without looking** | Scenario: **Exchange a card with someone**<br>Given it's your turn<br>When you play this card<br>Then discard this card, draw another and **exchange a card with someone without looking** |
| Scenario: **Play two cards at once**<br>Given it's your turn<br>When you play this card<br>Then **play two cards in the same scenario, draw three cards** and discard this one | Scenario: **Play two cards at once**<br>Given it's your turn<br>When you play this card<br>Then **play two cards in the same scenario, draw three cards** and discard this one |
| Scenario: **Choose a clause card from the trash**<br>Given it's your turn<br>When you play this card<br>Then **pick a Given/When/Then/And from the trash**, discard this card and don't draw another | Scenario: **Choose a clause card from the trash**<br>Given it's your turn<br>When you play this card<br>Then **pick a Given/When/Then/And from the trash**, discard this card and don't draw another |
| Scenario: **Move a card to another scenario**<br>Given it's your turn<br>When you play this card<br>Then **move a card to another scenario, keeping its token**, discard this card and draw another | Scenario: **Move a card to another scenario**<br>Given it's your turn<br>When you play this card<br>Then **move a card to another scenario, keeping its token,** discard this card and draw another |
| Scenario: **Draw two cards**<br>Given it's your turn<br>When you play this card<br>Then **draw two cards and discard any one card from your hand** plus this one | Scenario: **Draw two cards**<br>Given it's your turn<br>When you play this card<br>Then **draw two cards and discard any one card from your hand** plus this one |
| Scenario: **Block someone for a round**<br>Given it's your turn<br>When you play this card<br>Then **choose someone to skip their next turn**, discard this card and draw another | Scenario: **Block someone for a round**<br>Given it's your turn<br>When you play this card<br>Then **choose someone to skip their next turn**, discard this card and draw another |
| Scenario: **Someone discards their hand**<br>Given it's your turn<br>When you play this card<br>Then discard this card, draw another and **pick someone to discard and draw 5 cards** | Scenario: **Someone discards their hand**<br>Given it's your turn<br>When you play this card<br>Then discard this card, draw another and **pick someone to discard and draw 5 cards** |
| **3 pts**<br><br>_____ puppy _____ | **3 pts**<br><br>_____ ninja _____ |

**Scoring** (may be replaced by taking notes on a piece of paper)

| When a scenario is completed:<br>-Each player scored points according to their respective cards<br>-Whoever completed the scenario scores two extra points | | | | | |
|---|---|---|---|---|---|
| 20 | 20 | 20 | 20 | 20 | 20 |
| 19 | 19 | 19 | 19 | 19 | 19 |
| 18 | 18 | 18 | 18 | 18 | 18 |
| 17 | 17 | 17 | 17 | 17 | 17 |
| 16 | 16 | 16 | 16 | 16 | 16 |
| 15 \o/ | 15 \o/ | 15 \o/ | 15 \o/ | 15 \o/ | 15 \o/ |
| 14 | 14 | 14 | 14 | 14 | 14 |
| 13 | 13 | 13 | 13 | 13 | 13 |
| 12 | 12 | 12 | 12 | 12 | 12 |
| 11 | 11 | 11 | 11 | 11 | 11 |
| 10 | 10 | 10 | 10 | 10 | 10 |
| 9 | 9 | 9 | 9 | 9 | 9 |
| 8 | 8 | 8 | 8 | 8 | 8 |
| 7 | 7 | 7 | 7 | 7 | 7 |
| 6 | 6 | 6 | 6 | 6 | 6 |
| 5 | 5 | 5 | 5 | 5 | 5 |
| 4 | 4 | 4 | 4 | 4 | 4 |
| 3 | 3 | 3 | 3 | 3 | 3 |
| 2 | 2 | 2 | 2 | 2 | 2 |
| 1 | 1 | 1 | 1 | 1 | 1 |
| 0 ☹ | 0 ☹ | 0 ☹ | 0 ☹ | 0 ☹ | 0 ☹ |

**Tokens** (may be replaced by shredded paper)

**Cheat Sheet**

**Given** …..
  And …. (optional)
  And …. (optional)
**When** ….
**Then** …. **should** ….
And ….. should …. (optional)
And ….. should …. (optional)

① Play a card or discard your hand
② Resolve the played card, if necessary
③ Draw cards until your hand has 5 cards again

**Given** …..
  And …. (optional)
  And …. (optional)
**When** ….
**Then** …. **should** ….
And ….. should …. (optional)
And ….. should …. (optional)

① Play a card or discard your hand
② Resolve the played card, if necessary
③ Draw cards until your hand has 5 cards again

**Given** …..
  And …. (optional)
  And …. (optional)
**When** ….
**Then** …. **should** ….
And ….. should …. (optional)
And ….. should …. (optional)

① Play a card or discard your hand
② Resolve the played card, if necessary
③ Draw cards until your hand has 5 cards again

**Given** …..
  And …. (optional)
  And …. (optional)
**When** ….
**Then** …. **should** ….
And ….. should …. (optional)
And ….. should …. (optional)

① Play a card or discard your hand
② Resolve the played card, if necessary
③ Draw cards until your hand has 5 cards again

**Given** …..
  And …. (optional)
  And …. (optional)
**When** ….
**Then** …. **should** ….
And ….. should …. (optional)
And ….. should …. (optional)

① Play a card or discard your hand
② Resolve the played card, if necessary
③ Draw cards until your hand has 5 cards again

**Given** …..
  And …. (optional)
  And …. (optional)
**When** ….
**Then** …. **should** ….
And ….. should …. (optional)
And ….. should …. (optional)

① Play a card or discard your hand
② Resolve the played card, if necessary
③ Draw cards until your hand has 5 cards again