

Login and Register:

Test Cases:

- Login:
 - User should be able to login with correct credentials.
 - User authentication fails when the user provides invalid credentials.
 - The form provides the user with specific feedback about the error.
 - The user must fill in all of the fields.
- Register:
 - User should be able to register with all fields filled in.
 - When registering a password, ensure it meets all the requirements
 - The form provides the user with specific feedback about the error.
 - The user must fill in all of the fields.

Acceptance Criteria:

- Login:
 - A user cannot submit a form without completing all of the mandatory fields.
Mandatory fields include:
 - Username
 - Password
 - Once logged in, the user's session should be initialized and the user should be directed to the game page.
- Register:
 - Once registered, the user's username and hashed password should be added to the users database and direct the user to the login page.

Testing Environment:

- Testing is to be done in the development environment

Game:

Test Cases:

- User is presented with an image and buttons for 'AI Art' and 'Real Art.'
- If the user presses the correct button, they are presented with another image.
- If the user presses the wrong button, they are presented with a 'Game Over' screen that displays their score.

Acceptance Criteria:

- User is shown a random image at each turn without repeating images.
- The correct button to choose must align with the boolean value AI Art or Real Art for that image as stored in the images table.
- The number of correct choices made in a row is stored as the user's current score.
- If the score is bigger than the user's high score stored in the user table, the high score gets updated to the new score.

Test Environment:

- Testing to be done in the development environment.

Global Scoreboard:

Test Cases:

- User should be able to navigate to the leaderboard page
- Query the user database to get all usernames and their high score
- The page should show the global leaderboard of usernames and their high scores

Test Environment:

- Development testing
- Staging Environment

Acceptance Criteria:

- *Scenario:* A user is curious about which user has the top score.
 - The user should navigate to the page
 - The page should populate with the global leaderboard of usernames and their high scores, sorted by their high scores
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