Test Cases:

1. Playability
    a. Test to ensure that every level is playable and enjoyable
    b. Ensure that none of the levels have any massive flaws or bugs
    c. Make sure that everything runs smoothly and easy to play
    d. Make sure controls are easy to understand
2. Timer
    a. A test to make sure we are able to time each player's run through the game from start to finish.
    b. We want to set a timer on the master script of the game in order to do this.
    c. The test will be done by playing through the game and making sure that the time counts up.
    d. If we play through the game and the time isn't correct or it isn't being saved to something we will know we will have to go back into the code and update it.
    e. Once we are sure our method/code works we will be sending the times out of Unity.
3. Getting a score to the website
    a. We need to see how the game passes data to the website and the data can be used properly by the database.
    b. We will test this by going through different levels and seeing if the level outputs the proper time from when the level ends.
    c. The main thing we need to do for this system is make sure it outputs the correct score to be used by the website.
    d. If we play through a level and the score is either incorrect or nothing is output, then we will know that we need to make changes to our code.