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Project Name: Iniquitous

User Acceptance Test Cases

Feature 1 - User creation and login capability

Procedure	Expected Result	Pass/Fail
Click "new user" button	Create "new user" form	**Pass**
Submit "new user" form	"New user" and its relevant attributes added to database	**Pass**
Login with existing user	Relevant user attributes (location, completed levels, score) are all loaded into games	**Pass**
Login with false username	Display failure message and do not load database info	**Pass**
Login with false password	Display failure message and do not load database info	**Pass**

Feature 2 - Game mechanics and playable functionality.

Procedure	Expected Result	Pass/Fail
Coin collection validation	All coins obtained by player are counted	**Pass**
Wall jumping	Can hold/jump off walls	**Pass**
Floor check	Can stand on ground without any adverse behaviors	**Pass**

Enemy damage	Enemies cause proper amount of damage to player	**Pass**
Jump height	Player jumps reasonable distances consistently	**Pass**

Feature 3 - Actions performed in game are written to database to save user data

Procedure	Expected Result	Pass/Fail
Complete a level	Save the time it took to complete the level and level completion status	**Pass**
Collect coins & complete a level	Save the # of coins collected only if the number of coins is a new high score	**Pass**

Automated Test Cases

Tool: Unity Cloud Build
Links: https://docs.unity3d.com/Manual/UnityCloudBuild.html
              https://build.cloud.unity3d.com/
Result:

✓ #1	Default Windows desktop 64-bit	00:03:14	00:12:12	8 minutes ago	28.05 MB	Share | Summary

Check mark on the left indicates that the build was successful.