# Summarized Discussion

Anh Minh: Recommended using Selenium or Postman based on feedback from GeoUnity.

# Testing Instructions for expert users

1. Build the project and start the servers based on the README
2. Open the front end. Check if the game loads
3. Click on sign up, check if it redirects to the sign up page
4. Click on log in, check if it redirects to the login page.
5. Create an account. Try logging into that account to see if the information got added to the database correctly
6. In the game, try moving with the WASD keys.
7. Try clicking and dragging the player with the mouse
8. Bring the character into the cave. Try moving an obstacle with the mouse by dragging it
9. Check if the obstacles snap to a grid

# Automation of testing instructions

Pytest for the back end to test fetch functions
Postman or Selenium for the front end

# Coverage of tests

| Type | Feature | Desc | Test | Result | Pass/Fail | Run Time |
|------|---------|------|------|--------|-----------|----------|
| Website | Usability | User can navigate to other pages | Click on the navigation links | User will be taken to the corresponding pages | | < 1 minute |
| | Creating Account | Users can create an account | Click on sign up. Enter required information | User's info will be added to the database | | 1 minute |
| | Signing in | Users can sign in to resume | Log in with your user information | User will resume where they | | 1 minute |

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| | | progress | | left off in the game | | |
| | Resetting Password | Admins can reset users password | Log in as an admin user. Enter a username, and the new password | Users password will be changed | | 1 minute |
| | Removing accounts | Admins can remove accounts | Enter a user to remove. Then try logging in as that user | User does not exist | | 1 minute |
| Game | Multiple Levels | The game has multiple levels | Traverse through the game | There are multiple levels | | 1-2 minutes |
| | Requesting hints | Users can request hints | Press Give Hint button | A piece will be moved in the game | | < 1 minute |
| | Getting Solution | The game can give a solution | Press Give Up button | The game will solve itself. | | < 1 minute |
| | Moving | The player can be moved | Press WASD keys | The player moves | | < 1 minute |
| | Draggin | The player and objects can be dragged | Drag on the player or an obstacle | The player or object moves based on the direction dragged | | < 1 minute |