Summarized discussion
- **GeoUnity:** You should use Selenium or Postman to do testing automation. For game testing, try to have people get out of bounds, abuse powerups, cheating. You should also update app_users on how to use the application and document how to test everything
- **XMarksTheSpot:** I recommend you test the powerups themselves, to ensure they have the desired impact on the player (or their opponent). Consider where a user should be redirected after they sign up for an account; perhaps the login view, where they can check out their account and ensure their previous progress has been saved.

Testing Instructions for expert users to carry out tests
- **List of requirements:**
  - **Hardware:** any hardware that has access to the internet, and can use an internet browser, keyboard, and a pointing device like a mouse
  - **Software:** Has internet access and internet browser installed

Automation of testing instructions
- **List the testing tools you use:**
  - N/A: currently there no reliable tools to test Unity games

Amount of time to finish the tests
- Report the expected execution time to complete the test

Coverage of the tests
- At least one test case per documented feature ([Spreadsheet Link](#))

Type	Feature	Description	Test	Expected Result	Result (Pass or Fail)	Run Time (Minutes)
Website	Decor	Itch.io page is decorated	User opens the game website on itch.io	Asthetic matches the game		<1
(itch.io)	Usability	Users can play Unity game directly from itch.io website	User opens the game website on itch.io	Users will be able to play game after pressing run game		<1
Game	Multiple levels	There will be at least 2 different platform levels	Users starts game and create characters Users then starts game	Game prompt at least 2 level options after character customization		<1
	Usability	Users can use keyboard keys to navigate and play games	Players can customize characters using the keyboard in the character customization scene	WASD moves mouse 1 and selects witth space Arrow keys moves mouse 2 and selects witth enter		<1
			Players can move their character around in all game modes	WASD moves player1 Arrow keys moves player2		<1
			Players can move their character around in all game modes	WASD moves player1 Arrow keys moves player2		<1
			Players can move their character around in the tutorial	WASD moves player1 Arrow keys moves player2		<1
	Player vs player	Players can compete against the other	Players race each other in game mode 1	Players launch off of platforms and race each other to the top		<1
			Players can play pong with each other in game mode 2	Players uses characters to bounce the pong ball to the other's goal to score and win		<1
		CO-OP mode	Players can stand on platforms and complete platforming puzzles to help each other reach the top	Using players to stand on platform will unlock further area in the level		<1
	Save states	Scores can be saved	Players can finish a game and save their score to a desire name	The newly saved scored will be showned on the scoreboard		<3
	Custom Sprites	Players can customize their characters' colors and faces	Players starts the game and create their characters	Characters customization will be display on all levels after customizations		<1
	Sounds	Basic sound effects for character movements and shooting etc…	Players play a game mode	For all game mode, most actions will have a sound effect		<1