

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:**
 - PyTest (pip install pytest)
 - Testing fetch functions
 - Postman or Selenium IDE
 - Automation for front-end
 - Test navigation to and from each page with a navbar

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	Security	Data of highscore is secured				
	Usability	Users can navigate to other pages using the navbar	Have the user click on the navigation links in the navbar	Users will be taken to the correct pages		<1
		Dark Mode functions for all pages	User toggle dark mode on and navigate to other pages	All pages will display dark mode		<1
	Game Page	Unity game displays on game page	User opens home/game page	Unity game iframe will display and game is playable on browser		<3
	Score Page	Players can view highscores	User uses navbar to go to the score page	All highscores will be displayed		<3
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 with space Arrow keys moves mouse 2 and selects with enter		<1
			Players can move their character around in Lvl1	WASD moves player1 and use powerups with space Arrow keys moves player2 and uses powerups with enter		<1
			Players can move their character around in Lvl2	WASD moves player1 and use powerups with space Arrow keys moves player2 and uses powerups with enter		<1
			Players can move their character around in the tutorial	WASD moves player1 and use powerups with space Arrow keys moves player2 and uses powerups with enter		<1
	Player vs player	Players can compete against the other	Players can harm each other in level 1	Players can dash into the other, use powerups, and other things to lower the other's health		<2
			Players can race each other to top in level 2	Whoever reaches the top of level 2 wins		<2
	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 level 1 and 2	For al levels, jumping and other actions have corresponding sound effects		<1