Unit testing

/\*Comments inside of unit testing and what i want the individual unit tests to do\*/

CanRegister(){

/\* Checks if people can register properly\*/

/\*also checks that once registered they can login with the registration information\*/

}

Can Donate(){

/\* Checks to see if donating works \*/

}

PlayGames(){

/\* ensures the games are up and on the site (cannot check if playable from code as i know how YET)\*/

}

CheckProgress(){

/\*checks the progress of an individual child (rng’ed)\*/

}

CheckLeaderboards(){

/\* Check the leaderboards inspect top, inspect bottom, check for someone individually \*/

}

Database(){

/\* Does it fill properly, does it take information\*/

}

Profile(){

/\* Does the profile work as intended, can we fill the profile and it fills correctly \*/

}