Team Awesome
David Nyberg, Cole Proctor, Edwin Chiang, Austin Metz, Chen KaKam

Our vision was to re live the good old days when you would sit down in person and play a game together with friends. We had an idea to make a puzzle game that you would play on one device and pass back and forth with a friend, no online connection, just back to the basics of playing games on one device.

Three examples of user acceptance tests:

Test to enter a new user into the database.
- Expected outcome: user to be added to table.
-
```
mysql> insert into profiles values (01, 'test');
Query OK, 1 row affected (0.01 sec)
```

Test to enter a new highscore into the database.
- Expected outcome: enter the score into table.
-
```
mysql> insert into highscores values (05, 'test', 15, '1995-11-11');
Query OK, 1 row affected (0.00 sec)
```

Test to try and enter a invalid name.
- Expected outcome: failure to add to table.
-
```
mysql> insert into profiles values (01, 'testaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
aaaaaaaaaaaaaaaaa');
ERROR 1406 (22001): Data too long for column 'username' at row 1
mysql>
```