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Application Name: Maze Runner

Test Plans

- AI maze solving: The overall functionality of the AI is already implemented, but there are edge cases that need to be thoroughly tested.
 - Edge case 1: Getting around the issue of achieving the highest fitness by getting trapped in a corner/ wall
 - Edge case 2: Increasing speed of iterations of each generation so the AI can be considered challenging to race against in real time
 - Edge case 3: Increasing complexity of mazes to test efficiency of individual node processes
 - Edge case 4: (If achievable) Testing the A* algorithm on the maze to show the user the proper solution
- Login for a leaderboard: Saves your score for each individual user within our database
 - Test case: Failed login, username already registered, password not authenticated
- Player control: Make sure we have a “end screen” so it registers it hit the goal, as well as player being able to control the dot without passing through the walls
 - Test case 1: player beats the AI to the finish
 - Test case 2: AI beats the Player and results in a loss.