# Test plan

What I need to test:

* Database Control
  + Initialisation
    - Save path location
    - Correct class initialisation and constructing
    - Correct cloning of debug\_log
* Database interaction
  + queryDatabase function
  + checkDatabase function
  + getDatabaseValue function
* Debug logging
  + Log function
    - Text object is added to correctly
    - Allow logs Boolean works as intended
    - Debugging to output window works as intended
    - Debug file gets written to
    - Error catching testing
  + Retrieve function
    - Returns nothing if allow logs function is set to false
    - Reads debug txt file and outputs as return value
    - Error catching testing
  + Clone function
    - Function is cloned to external class members rather than referenced
* Local Cache
  + Save function
  + Load function
  + Update function
  + Get Modified Date function
  + File names and save location
    - File name is set correctly when inherited by derived class
* Store
  + Save function (override)
  + Load function (override)
  + Store function
  + d\_Store Dictionary
* Leaderboard
  + Save function (override)
  + Load function (override)
  + Update function (override)
  + Leaderboard function 1
  + Leaderboard function 2
  + d\_Leaderboard Dictionary
* Game State
  + Save function (override)
  + Load function (override)
  + Update function (override)
  + Variable gets and sets
  + Level\_Info
    - Variable gets and sets
    - Constructor