

UAT 1: Login Requirements

- Successful Login:
 - A user should be able to login if they provide the correct username and password.
- Unsuccessful Login:
 - Incorrect Username and Password
 - Authentication fails
 - The user is prompted to register a new account
 - Existing username, incorrect password
 - Authentication Fails
 - the user should be prompted to **reset** the password via email.
 - The user is prompted to register a new account.
- Environment
 - Playpal login page.

UAT 2: Registration Requirements

- Success:
 - A user should be able to register if they enter valid information into the required fields. Required fields include:
 - Username
 - Password
 - First and last name
- Failure
 - A user cannot submit a form without completing all of the required fields.
 - A user cannot submit the form if the username already exists within the database.
- Environment
 - Playpal Registration page
 - Accessed from URL or by hyperlink from login page

UAT 3: Find Reviews of Game

- User should be able to search for a game by its name and view existing reviews next to it.
- Success
 - Game exists, Reviews exist
 - Upon entering the name of the game into the search bar, the user should see the game's cover art next to its name with a rating out of 100.
 - The user should be able to click on this result to view the existing reviews on the site.
 - The user should have a prompt to add a new review.

- Game exists, Reviews do not
 - Upon entering the name of the game into the search bar, the user should see the game's cover art next to its name with a rating out of 100.
 - The user should be able to click on the result, with a prompt to the user to add a new review.
- Failure:
 - Game does not exist as specified by the user, no reviews are displayed to the user as a result
 - Website advises the user to check the spelling of their search and to check to see if the game exists
 - User should be able to attempt a new search
- Environment:
 - Playpal Search/Discovery Page, Results page that displays reviews from search