Item Pass/Fail Criteria

**This functional testing should pass in order to pass the criteria.**

- Networked chat between users

- Private messaging between users

- Networked gaming (multiplayer) between users

- Single player gaming for the user

- Player account creation and storage via mySql

- New online game by the user

- User account Validation

- Single player game in Offline mode

**This security testing should pass in order to pass the criteria**

- Information pipeline should follow and only follow point 4.1 in the requirement sheet

- The first two points of the point 4.2 in the requirement sheet is the only way to perform the action , that is, User account verification must, and only take place during logon and Password authentication must, and only take place during log on .

- All points of 4.3 of the requirement sheet should pass.

- It should be injection free for the textbox chat.

- It should follow standard password procedure creation with Upper case, special character and number.

**Integration testing should pass in order to pass the criteria.**

**-** The AI should work for all games

- The menu screen should bring to the selected game.

- And the single Ui should be linked .