Unit Test Skeleton: (Braeden)

**Unit Tests:**

* For all account types: create an account of each of the four types (teacher, student, admin, guardian).
  + Test that registration is only completed when email is verified (try to log in using the credentials before verifying, then after verifying)
  + Check that log in access is granted when a valid username and password combo is inserted.
  + Check that log in access is denied when an invalid username and password combo is inserted.
* For guardian account types:
  + Ensure that child account can be connected.
  + Check that a child account’s progress is monitored via the guardian account (play a game of jeopardy as the child account, then log in as the connected parent account and make sure the progress shows up)
* For admin account types:
  + Test the user-removal method (create a test user account, log in with the admin account, remove the newly created user, and make sure that the user can’t successfully log in anymore with its correct credentials).
  + Test the creation/modification of the jeopardy board.
    - Add a new activity card, then start a game and make sure the newly added activity shows up on the board.
    - Add a new question card, then start a game and make sure the newly added question shows up on the board.
* For teacher account types:
  + Ensure that the teacher can validate the guardian account to their child’s account (send request for validation from guardian account, then accept it on the teacher account, and then check on both the guardian and respective child account that the two are connected).
* For player account types (student and admin):
  + Test the friend’s list functions (add a test account to another player’s friends list, and then remove the test account from the friend’s list).
  + Ensure the progress record retains information (check the record beforehand, then successfully complete a game of Jeopardy, then check the record again to see if it successfully updated).
  + Test the actual game function. (Create multiple player accounts and attempt to join a game in sessions of 2, 3, and 4. If successful, make sure the same board shows up for every player and the turn system works as intended. If the game can successfully finish all 3 times, then test is successful).