

Input	Process	Output
Input Email and Password and click 'Create' button	Generate unique UserID Add information and times to Firebase's realtime database under "Users" and the unique "UserID"	New unique Parent data variable as a Child under "Users" with highscore times saved underneath
Input your Email and Password and click 'Log In' button	Find and verify account data in Firebase authentication and load the data, continue to start menu	The loaded data in the Unity game and continue with the game
Complete a level by reaching the end goal	Verify if new finishing time is greater than highest finishing time set in database If true: Replace the highscore time in database with new time and transition to next level If false: Delete new finishing time and transition to next level	If true: new highscore time saved to database replacing the old finishing time, next scene If false: No new changes, next scene
New personal time highscore	Verify if personal highscore is greater than global highscore saved in database If true: Replace old global highscore saved in database with new global highscore If false: No changes	If true: New global highscore displayed in Unity game and database If false: No changes, same highscore displayed