

1. Test: **Login / Verifying user login info - Unit Testing**

Data: A test username (string) and password (string) will be used to log in. Some user data will be generated in an object of the type (user).

Environment: Our Testing environment will be a clone of the Development Environment
This environment will include all code that is considered ready to test in preparation for deployment to the Production Environment.

Results: Dummy user data will be compared to retrieve user data. When logging in with the test username and password some user information will be generated. This user information will be compared to the expected user information.

Testers: Other group members

2. Test: **Tie between users account and clash royale account - Unit testing**

Data: To test this we will need a mock user of our site and a real ID to a Clash Royale account.

Environment: Our Testing environment will be a clone of the Development Environment
This environment will include all code that is considered ready to test in preparation for deployment to the Production Environment.

Results: Test if an actual account was found given a real Clash Royale #ID and if the correct response occurs when given an invalid Clash Royale #ID

Testers: Other group members

3. Test: **Finding a player's match history - User Acceptance Testing**

Data: We will need a test user and #ID for an active, inactive, and banned account.

Environment: Our Testing environment will be a clone of the Development Environment
This environment will include all code that is considered ready to test in preparation for deployment to the Production Environment.

Results: We will have to manually check that the actual match history of the user accounts matches the returned history for the test ID's. General corner cases of active accounts with full match history, inactive accounts with empty match history, and banned accounts with no available history should return as expected.

Testers: Other group members, beta users with a clash royale account