Team Flannel
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User Acceptance Test Plans:
1. User should be able to register and login to an account
   a. Register should create a player entry with an id, username, password, and score
   b. If a user already exists with given username, new account should not be created
   c. User should not be able to register or login an empty account
2. User should be able to collect flannels to increase their score
   a. Interacting with a flannel should change player appearance
   b. Interacting with a flannel should increment score by one
3. User should be able to logout
   a. Quitting the game should save the current score
4. User should be able to move using WASD keys
   a. Pressing W should increase player's z-coordinate
   b. Pressing S should decrease player's z-coordinate
   c. Pressing D should increase player's x-coordinate
   d. Pressing A should decrease player's x-coordinate

Automated Tests:
To run the automated unit tests:
1. Go to the unit test branch <git checkout unittest>
2. Open the project in Unity (in the source code repository)
3. Navigate to Window->General->Test Runner
4. Navigate to PlayTests and Run All
5. Navigate to EditTests and RunAll

Tests regarding registration and login are run in EditMode, while tests regarding game mechanics are run in PlayMode.

The EditMode test scripts are located under Source_Code/Flannel_Game/Assets/Tests
The PlayMode test scripts are located under Source_Code/Flannel_Game/Assets/PlayTests

Play mode tests (player movement, interaction)
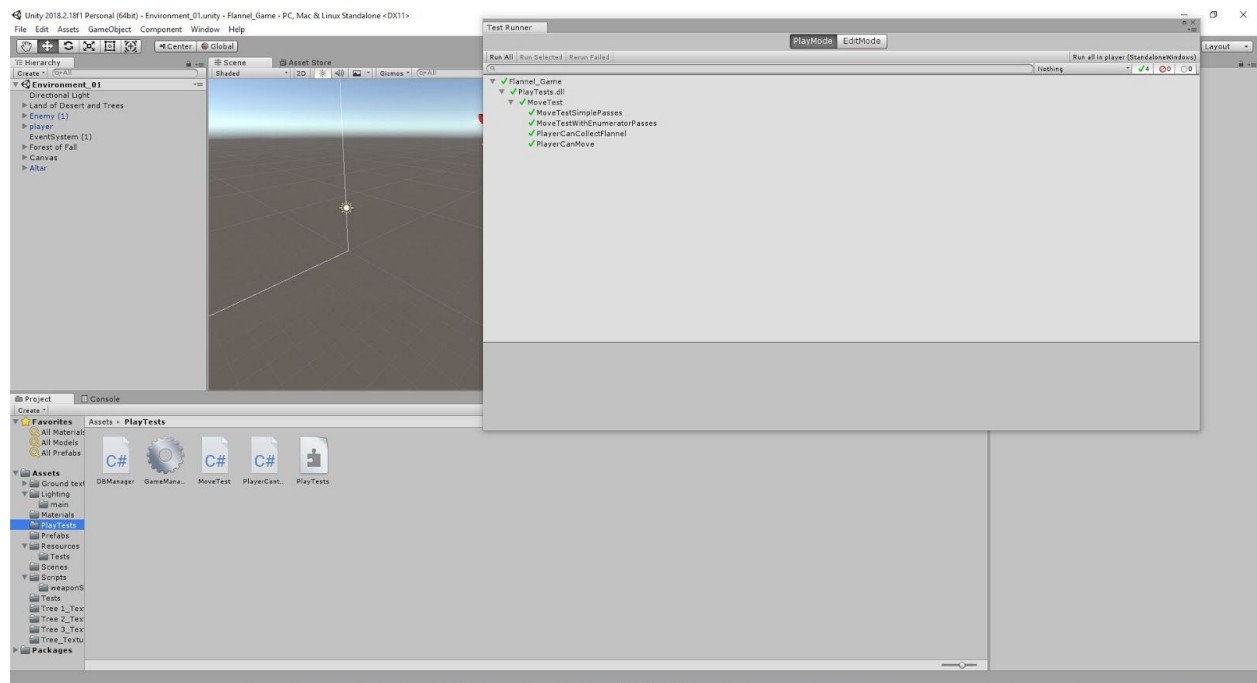
Edit mode tests (login, registration)