**Test case execution report**

**Sign in/ Sign up**

Sign up works, if given correct email, supabase sends confirmation email. When you accept the confirmation email, you are ready to sign in.

Sign in works if you have the activated email account and redirects you to main menu

Note: User logged in is not permanent and must log back in when the web app is launched again.

**Anonymous user**

Anon user works and is meant to be restricted on features such as saving/viewing past played games, as well as being able to rejoin games that you dropped from.

**Persistence**

Users that are logged in, when dropped, can sign back in, followed by joining the room they already joined. Upon rejoining, they will wait for one question to be answered and will join back in for the next question

Note: This only works for the player and not the host yet.

**Mid game session reports**

The host can choose to allow 0 to 5 questions after which a score report is shown, this is mid game and not at the end. When the game ends, a separate report is given. By default, the scores are shown at the end

**Server based timeouts**

Server handles all the timeout events instead of the client, whenever the question is timeout, server asks the client to stop and move on to the next question. The timer displayed on the client end is not entirely true but an estimate of the time left. Server only pings when timeout occurs and not in between.

Upon testing, server handles multiple instances of timeouts without fail

**Saving/Viewing History**

Users on the frontend are allowed to save their game given they are logged in. A user can have both host games and player games.

Report written by Abdul Muiz