User section:

|  |  |
| --- | --- |
| Check Point | Status |
| In the login page $\_SESSION['USER\_NAME'], $\_SESSION['USER\_ID'], $\_SESSION['QUIZ\_ID'], $\_SESSION['can\_play'] created only after the Login process is done and a secure session is established. | Ok |
| $\_SESSION['can\_play'] only updated by victory and defeat methods, i.e., only after a conclusion of the game is reached. | Ok |
| Once $\_SESSION['can\_play'] is set false it will never be true in current session. | Ok |
| Game page redirects to Profile page if $\_SESSION['can\_play'] is false. | Ok |
| Profile page disables play button if $\_SESSION['can\_play'] is false. | Ok |
| Game processing page redirects to game page if not opened from game page by checking if any of 3 buttons in game page are clicked, if none are clicked it’s invalid access. | Ok |
| None of the pages of the user area deletes any session variables. | Ok |
| External access to the game page does not cause any trouble as it loads all its data from databases using session variables $\_SESSION['USER\_ID'], $\_SESSION['QUIZ\_ID'], $\_SESSION['can\_play']. | Ok |
| Uid, Qid will be loaded into $\_SESSION['USER\_ID'], $\_SESSION['QUIZ\_ID'] only once while logging in. | Ok |
| Sequencing or any related thing in detailed history must not depend on qid, it’s collected from database, used for calculation of date, id of the outcome boxes and displayed. | Ok |
| Count the no. of quizzes in profile page (where qid <= current qid). | Ok |

Admin section:

|  |  |
| --- | --- |
| Check Point | Status |
| Sequencing or any related thing in quiz display must not depend on qid, it’s collected from database, used for calculation of date and some other things, id of the quiz boxes and displayed. | Ok |