Unit Test:

generateQuiz

showQuestions

showResults

Integration Test:

* Accounts
* Game

Test Procedures:

* Create User Account
  + Username and Password credentials
    - Linked to email
  + Choose Homie
* Game Modes
  + Singleplayer
    - Answers determined correct or incorrect
    - Correct answers: Happy meter goes up
    - Incorrect answer: Happy meter depletes
  + Multiplayer
    - Lobby
      * People in the same lobby given the same quizzes
      * Person with more correct answers has their happy meter go up
      * Loser loses happy meter points
      * Tie results in no change
  + Co-op
    - Both team members must answer question correctly to receive points
      * Both will gain or lose an equal amount of points