**Project Milestone 5**

Festive Haircut

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1. Test Case 1: Website
   1. The website will be the first feature that will be tested. The testing will consist of three primary parts.
      1. The first portion of the test will involve checking the functionality of the website itself. This will involve making sure all the pages load properly and that the information on those pages is displayed properly. Testing this will be as simple as loading the webpage on different machines and in different environments. As long as the webpages work properly on these various environments we can assume that it functions as needed.
      2. The second portion of the test will involve the login and register page. These pages will need to be able to properly store new user information, and fetch old user information. The testing for this will involve entering in all characters for the username and the password. Then we will need to verify that the register page properly stored all user information. Afterwards we will need to make sure that the login page fetches only the user’s data only when the proper login information has been provided.
      3. The last portion of the test will be verifying the functionality of the game when it is embedded into a webpage. This process is similar to the first portion in that it will involve testing the functionality on different platforms. Once the functionality has been verified on all platforms then this portion will be complete.
2. Test Case 2: Gameplay
   1. Testing of the gameplay will consist of two primary phases.
      1. The first portion will be testing the controls of the game. This will involve making sure the inputs the inputs for moving, attacking and blocking perform their respective functions. These functions must also be reflected within gameplay statistics, such as health and damage given, as well as on the sprites graphically.
      2. The second portion will involve making sure that the non-fighting portions of the game function properly, such as the menu navigation and leaderboard. Every button in the menu should send the user to the desired location or display the desired statistic.
3. Test Case 3: Database
   1. Testing for the database will be two parts
      1. Retrieving data from the database
         1. The MAMP server connects to our MySQL database through PHP scripts in our Unity project. To test this we will have checks in our code for input validity whenever we have to make an outside call. The calls we will need for retrieving data from our database will include:
            1. Logging a user in from the database (checking password hash and username)
            2. Retrieving a users stats (highest score, custom controls, etc)
      2. Submitting data to the database
         1. Tests for submitting data will involve checking validity on all the values we send (proper character types/amounts). These will include:
            1. Updating a user’s high score
            2. Registering a new user into the database