

# Unnamed

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## Project Milestone 5

The three features within our finished product that need to be tested include:

1. The login database
  - a. Create an account
2. The leaderboard database
  - a. Navigate website to leaderboard
3. The video game, website integration
  - a. Smooth transition to starting the video game.

The main focus of our project is to develop a website that hosts databases pertaining to saving an end users scores. To ensure that this works intuitively, we want to ensure that the end-user knows how to login/ create an account, view existing scores, and play the video game. These tests will be performed only on desktop and not on mobile platforms as we aren't planning on including mobile controls in the game. Everything will be hosted on a website and take advantage of keyboard and mouse controls.

Test Cases:

### **Login Database:**

For this test case, we want the user to create an account which will then be saved to our website. Then once the account is created, they should automatically be redirected to the home page but with their name listed at the top right. When the user is logged in, they'll be able to record their scores in the leaderboard database linked to their username.

### **Leaderboard Database:**

The leaderboard database should be updated whenever a new score in the top ten is added by a logged in user. No scores below the lowest ten should be added to this database. The leaderboard database will be its own page linked in the nav bar at the top of the website. If the user can view the leaderboard, and add a new score to it then the leaderboard is functional.

### **Video game website integration:**

The video game should be playable within the website without having to download any additional software. The essential part for this test is that the game creates a score for the logged in user. If the user gains a large score, then it can be added to the leaderboard database.