Regression Testing(Highest Priority-Lowest Priority)

Subscription/Charges

The subscription service is a must for things that work.It is important that everything is tested before any changes to the service are implemented. If the service is not operational that is money that our website is losing. It is important to make sure that there is always a connection to PayPal, and that it consistently throws the correct errors in the event of wrong inputs. It is also important that the subscription service regularly charges the user when necessary.

Logging in/Registration

Logging in/registering is even in importance when it comes to our subscription service. Without the ability to login/register the users are not able to buy subscriptions, play the game, or effectively do anything on the website. Similar to the subscription service, it needs to throw errors when necessary.

The Game

The game is the main reason that users will be coming into our website. If the game stops working users will be unlikely to continue their subscription with us and as such will cause the companies part in this to begin to fall apart. Bugs in the game are expected and will be dealt with overtime through user feedback. However, the ability for the game to be started is the biggest part of the game's ability to run.

Everything else

Everything else in the website will be tested to a lesser degree then the services stated above. If something breaks in production due to another service(not listed above), it will be dealt with swiftly.