Unit Testing

Accounts:

Total number of accounts must not exceed the amount of accounts allocated in the server.

An email can only link to one Account. (throw exception in account creation if email is already in use)

Subscriptions:

All users must have a payment method connected to their account. (This insures no negative balance)

Social Media:

All social links are visible on bottom of page on all pages. (Used to promote socials at all times)

Feeds give all new and unseen posts first. (In order to keep users up to date)

Pages can be refreshed and posted to at anytime. (To allow a fully functioning community and following)

Homepage:

All users can access and get search results that are related to their search based on input validation. (The goal is to have no random results showing)

Training plans can be accessed and used regardless of heavy traffic on site. (To allow full access at all times)

Access to game is smooth and easily accessible. (In order to create an enjoyable experience)

Allow plenty of space for multiple users to use the game at once. (No cap of users will allow all users to play the game whenever they please)

Game:

Opens and plays at any time with any amount of traffic.

Resources:

Created and edited are auto saved.

Resources can be viewed by moderators.

Resources can be deleted by moderators.

All images and outside links ad resources are correct.

Finally:

Testing methods are combined to insure website success