Test Skeleton

**Unit Testing Skeleton:**

Database:

- Defaults are maintained

- User is stored with correct fields and values

GET requests:

/api/login

- Returns all User data except the hashed password

POST requests:

/api/register

- Registers User using username, email, password, confirm\_password, and an optional account\_type

- Validates fields

- No fields can be empty, except the optional account\_type (defaults to user)

- Username must be alphanumeric

- Email must be an email address

- Password must be 6-32 characters, and passwords must match

- If username or email already exists, respond with appropriate error message

- Else, store in database with hashed password

- Responds with JSON Web Token and all User information except the hashed password

/api/login

- Logs User in with username and password

- Validates fields

- No fields can be empty

- If username does not exist, respond with appropriate error message

- Else, username exists, so hash provided password and compare to the hashed password stored in the database

- If they don’t match, respond with appropriate error message

- Else, respond with JSON Web Token and all User information except the hashed password

Game

- If answer to question is correct:

- Add points to local points sum

- At end of game:

- If mode is Online:

- Add local points sum to User

- If User is in a Team:

- Add local points sum to Team

**Integration Testing Skeleton:**

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| Task | Expected Result |
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**Unit Testing Skeleton:**

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| Task | Expected Result |
| Login Button | Should take you to a login area; then should take you to the game. |
| Signup Button | Should take you to a sign-up area; then should take you to the game. |
| Play Button | Should launch the game after you are logged in/create an account; it then takes you to main game menu. |
| Multiplayer/Group play Button | Should start the game. |
| Single Player Button | Should start the game. |
| Logout Button | Log you out and return you to home page |
| Exit Button | Return to game menu |