**Milestone 5**

Team 104-4

Squad 4

**Team members:**

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**Title:**

Bop That!

**User Acceptance Tests:**

* Feature: Login Page
  + Test case 1: User logs in to website with correct information
    - The user inputted data will be sent to our database through nodeJS. If there inputted data is a valid username and password then the login page will continue to the menu page. This case will be successful if the login page can recognize a valid user and send them to their menu page.
  + Test case 2: User attempts to log in to site with incorrect information
    - The user inputted data will be sent to our database through nodeJS. If the inputted data is an invalid username or password then the login page will deny access to the menu page and suggests the new user to register to the site. We know that this case is successful if the user is denied access to the menu page until valid information is inputted.
* Feature: Menu Page
  + Test case 1: User clicks on score page button
    - The user will be taken to the score page. This test case will be successful if the user is taken to the score page with valid data from the database using nodejs is displayed for the user to read.
  + Test case 2: User clicks on game page button
    - The user will be taken to the game page. This test case will be successful if the user is taken to the game page and is able to begin the game.
  + Test case 3: User clicks on how to play page button
    - The user will be taken to the how to play page. This test will be successful if the how to play page is displayed with a step-by-step guide on how to play the game.
  + Test case 4: User clicks on logout button
    - The user will be taken back to the login page. This test will be successful if the user is taken to the login page and they have successfully logged out of the site.
* Feature: Game page
  + Test case 1: User starts the game for the first time visiting the page
    - The user clicks on “Play” and the game commences. This test will be successful if the game begins, the player’s current score set to 0 and the music plays.
  + Test case 2: User clicks correct key in game
    - If the user clicks the key corresponding to the key on the screen then the game will continue and the score will be updated. This test will be successful if the game carries out as expected and the score value is updated.
  + Test case 3: The user clicks the incorrect key or does not click the valid key in time
    - If the user clicks the incorrect key or does not click the valid key in time the game will end and the score will be saved to the database and stops increasing. This test case will be successful if the game properly ends and the score is saved to the database to the account associated to the user. If the new score is greater than the current score then the current score will be updated on the database to the new score, else no database changes.
  + Test case 3: User restarts the game
    - The user clicks “play again” and the score is reset to 0 and the game starts from the beginning. This test case will be successful if the game starts from level 1 and the music begins from the beginning and the score starts from 0 and increases according to the game.