**Module Development Folder**

**Team**: B

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**Module**: LoginScreen Class

**Specifications:**

The LoginScreen class allows one or two players (depending on the scenario) to enter their user names and passwords, to log into the game.

Three main events during execution of the program make use of the LoginScreen:

1. Two players logging in to play a new game

2. Two players logging in to resume (load) a saved game

3. A single player logging in to view stats or perform adminstrative functions.

For Build 1, the only one of these 3 scenarios that has been implemented is #1 - two players can log in to play a new game from the main menu. Password functionality is to be added in Build 2, so for now, passwords are not required to log in.

**Test Strategy:**

The scenarios we considered and tested involved two different players logging in to the game. When a player wants to log in they have the option to "Sign In" (the game saves a list of all users that have been created previously) or create a "New User".

Players are able to perform both of these actions, with the following qualifications: signing in does not yet require a password, AND, a placeholder list containing Player1 and Player2 is being used to test the ability to select a name from the list of previous users.

Result: the LoginScreen class passed as sufficient.

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Build Lead Signature