**Who:** Kevin Barone, Shreyaan Arora, Ryan Bishop, Rob Carter

**Title:** 2048 - Tris

## Test Plans

1. *Testing 2048 - Tris game implementation*
    a. The two games should be playable at the same time, key inputs from user (w, a, s, d) should impact and control the game blocks/tiles
        i. A - causes movement left
        ii. D - causes movement right , etc.
    b. Visually the game pieces move as directed and the user interface is updated as the user plays the games
        i. Tetris blocks fall and move/rotate with user input
        ii. 2048 tiles shift as user provides input
    c. Scores for the games are kept track of on screen and update as the user earns points
    d. Both games should stop once the user losses one of them
    e. Score achieved should be updated to the database and recorded for the user that is logged in
        i. Should be visible in leaderboard tab of website

2. *Testing Login System - Database storage of users*
    a. When user uses sign up modal to create an account - it is saved in database properly (email, username, password)
        i. Password checks (lowercase, uppercase, number, etc.) update as user inputs password
        ii. Cannot submit sign up unless all criteria are met
    b. Navbar of website changes to display proper username of user that is logged in
    c. Login modal can be used to properly login user - allows them to see personal scores in leaderboard page
        i. Should not take in logins that do not exist within database

3. *Testing that leaderboard is updated with user scores and new scores*

a. When user logs in via login modal, the leaderboard updates with their personal scores displayed in right hand side table
b. The main leaderboard should remain unchanged and be viewable from any account
c. Scores displayed in table are in numerical order from best to worst and the summation of individual game scores is accurate
d. Table rows display proper username/playerID that corresponds to user that is currently logged in

## Individual Contributions

Kevin - implemented leaderboard working with database, finished tutorial
https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-017-07/commit/85e67ad6b3942722af2b2c87aba083dfb32aa19b

Ryan - implemented tetris game - working/finished 2048 game
https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-017-07/commit/d5471dfebc9ab8046a54d0a25b890add94de10d2

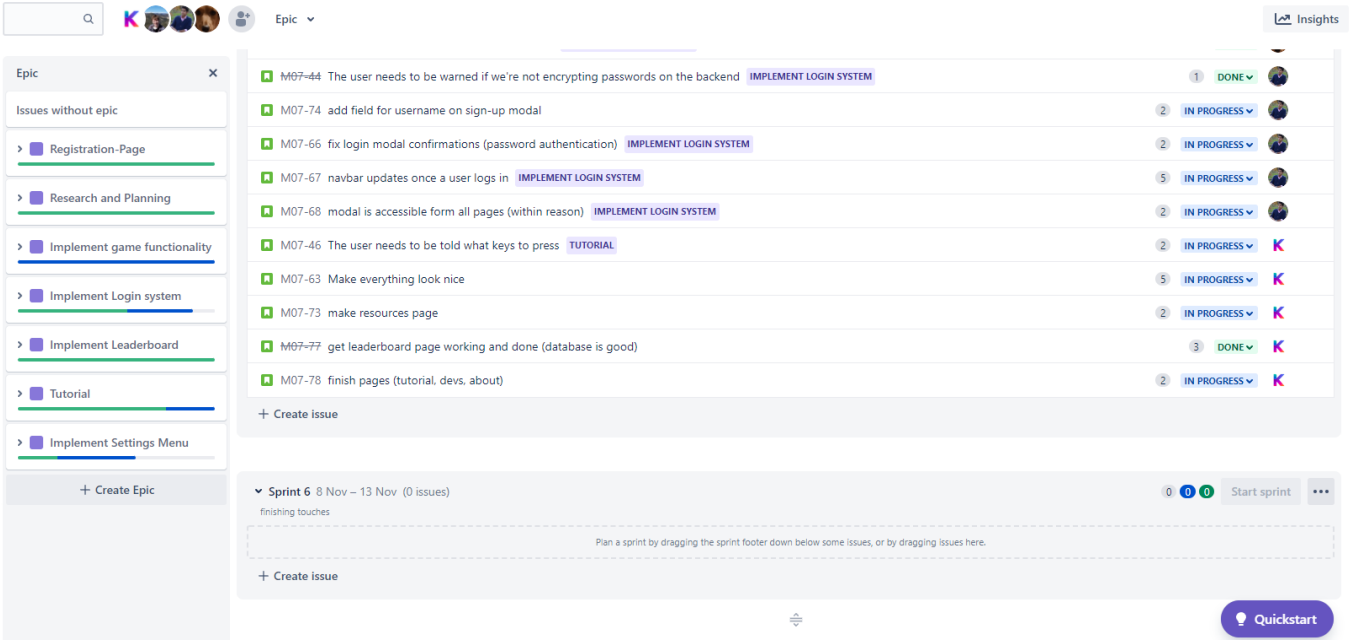
Rob - finished database configuration and set up
https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-017-07/commit/02a9644eb3d4d47f6bfe649731f458a39f50b680

Shreyaan - working on various login modal issues
https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-017-07/commit/09f8ab39c1164d3ea8ba76aeb9c7ab71e161688d

*Screenshots of project management below:*

Projects / Monks-017-7

# Backlog




Projects / Monks-017-7

# Backlog