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Project B-Hell

Feature 1: Login

Test Case: User cannot login without filling in username and password fields

Acceptance Criteria: Login credentials must match with credentials in the database. Users must fill in username and password fields, other fields are optional.

Test Case: When credentials do not match, throw an error to the user saying the credentials do not match and prompt them to log in again

Acceptance Criteria: If either username or password is wrong (do not find a match). Login is unsuccessful if even one of the 2 fields is wrong

Test Case: Login successfully when you get a credential match

Acceptance Criteria: Game acknowledges login and allows user to "enter" the game

Feature 2: Leaderboard:

Test Case: Users displayed in leaderboard

Acceptance Criteria: Website is able to grab values from SQL table

Test Case: Leaderboard is showing values in order

Acceptance Criteria: Users are displayed in correct order, ties are broken by alphabetical order priority

Feature 3: Interaction with Website and Game:

Test Case: User can login through website

Acceptance Criteria: Login must be registered by game

Test Case: Website acknowledges login

Acceptance Criteria: Website redirects to game

Individual Contributions:

Mike and Jonathan: Gameplay- collisions, movement, firing (mostly scripting)
Kevin and Rahul: Working on the leaderboard Database (SQL) and Javascript
Mitch and Austin: Working on the website and preparing to put the unity executable on the website
Mitch and Rahul: Working on website login (NodeJS Mitch) and user database (SQL Rahul)

*Pictures and Videos (and Roadmap) are uploaded in a folder within MILESTONES called "Photos and Videos for Milestone 5"