- **Summarize the inputs from the discussions and mention the names of the person(s) who you discussed with:**
  - Min Anh Ton
    - Selenium can be used to automate tests
    - Docker can be used to make the testing environment consistent and not rely on installing dependencies
- **Testing Instructions for expert users to carry out out the tests:**
  - Hardware requirements:
    - Computer with internet connection, input devices (keyboard and mouse)
  - Software requirements:
    - Internet browser (Chrome, Firefox, Edge, etc.)
- **Automation of testing instructions:**
  - The time and effort to set up the test plan for execution:
    - Tests involving playing the game and testing its features will require a tester to play the game, and cannot be automated
      - This is due to the random nature of the game
      - Testing may take the tester several minutes to complete the puzzle.
    - Tests involving Selenium should be conducted in no more than a minute.
  - The effective usage of the testing tools:
    - Selenium may be used to automate testing of the frontend navigation and login features.
    - Pytest may be used for unit tests, integration tests, end-to-end tests, and functional tests
  - List the testing tools you use:
    - Selenium IDE
    - Pytest

Test Case Type	Description	Test Step	Expected Result	Result (Pass/Fail)	Run Time (minutes)
Functionality	User can play the game without logging in.	Tester navigates to the main page and plays game without logging in.	Tester is able to play the game. No score will be recorded		~ 15
Security	User can register a new account.	Tester navigates to Create Account page and follows the steps to create an account.	A new account is created and added to the database. The tester is now logged in as new account.		< 1
Security	User can login to an existing account.	Tester navigates to the Login page and enters their username and password.	Tester is logged in as the account.		< 1
Functionality	User can log out of account.	Tester logs in and clicks the logout button.	The tester is logged out and taken to the main page.		< 1
Functionality	User receives a score and statistics update.	Tester logs in and plays the game once.	The statistics page will be different based on the last game the tester played.		~ 15
Functionality	User may ask for hints.	Tester clicks the hint prompt while playing a game.	A hint that makes the game easier is given to the tester.		< 1
Usability	User can navigate from each of the pages with the navbar.	Tester clicks each of the links in the navigation bar.	The page changes when each link is clicked by the tester.		< 1