

- **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 the tests:**
 - Hardware requirements:
 - Computer with internet connection, input devices (keyboard and mouse)
 - Software requirements:
 - Internet browser (Chrome, Firefox, Edge, etc.)
 1. Go to <https://backpack-game.vercel.app/>
 2. Play the game by adding items into the backpack and removing them.
 3. Fill out the table below.

- **Building the Project**
 - Clone the project from <https://github.com/logan-joven/backpack-game>
 - Install dependencies: python, npm, node.js, etc.
 - navigate into /dev
 - pip install flask
 - navigate into /client
 - npm install
 - To run:
 - navigate into /dev
 - python server.py
 - navigate into /client
 - npm run dev
 - Test on http://127.0.0.1:5000 in a browser

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		~ 5
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 will be different based on the last game the tester played.		~ 5
Functionality	User may ask for hints (Show Solution button)	Tester clicks the button 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
Functionality	Items are highlighted when clicking	Tester clicks an unselected item	Item is highlighted yellow and total weight and value update.		1
Functionality	Items can be de-selected after clicking	Tester clicks a selected item	Item is no longer highlighted and the weight and value are subtracted from totals.		1
Functionality	Total weight is red if it exceeds 10.	Tester selects items that exceed 10 in weight	The total weight value is red.		1
Functionality	Check Guess button works correctly with incorrect guess.	Tester clicks check guess with an incorrect solution.	The user is informed their answer is incorrect. Start New Game button appears.		2

Functionality	New game can be started.	Tester clicks "Start New Game"	A new game is created; the items have new weights and values, and are all unselected. The total weight and value are 0.		2
---------------	--------------------------	--------------------------------	---	--	---