

FEATURE 1: THE GAME (OBSTACLE COURSE)

- Verify that the game can be ran on multiple machines
 - This will include sharing the game between multiple team members and having them each download the appropriate Unity software. It will be made sure that each member can run and play the game in the same way
- Verify that users can use the main menu
 - This will include logging in with their usernames and passwords. We will make sure each member on the team can sign up or login to their accounts through the game. This way the game will record their time at beating the track appropriately within the user database
- The database column that stores the user's best scores will be monitored to ensure that the best times recorded by each player are the only ones recorded. If a user finishes with a worst time already in their row of the database, their best time will not be updated

FEATURE 2: THE POSTGRESQL DATABASE

- The information within the database will be verified with logins and signups coming from both the website and the game
 - Making sure when a user inputs their desired username that it does not already exist in the table, making sure their password and username are stored correctly in the table
 - Make sure that the table returns an error and does not allow for duplicate usernames in all cases
- Make sure that the game and the website can communicate with the database
 - Ensure when an account is created through the game, that the database adds this account. Also make sure this can be done through the website

FEATURE 3: THE WEBSITE

- Ensure that each user has access to only their profile page when they login or signup
- Ensure that each user can customize their own profile page but only theirs when they log in
- Ensure that when a user signs up their information appears in the database
- Ensure that when a user signs up or logs in they do not have the option to login or sign up again until they sign out