For each test that runs and the results don’t match the requirements, make a note and adjust the code so it fits better

-test signup

- enter username

- check if you can enter less than 4 charaters, greater than 20 characters, and in between

- check if you can use characters other than letters, numbers, and underscores

- enter email

- try invalid email format and valid email format

- enter and confirm password

- check if you can enter a password less than 8 characters and equal to or above 8 characters

- test if you can make a password missing either: an uppercase letter, a lowercase letter, a number, or a special character

- try entering a different password when confirming your password

- click button to confirm signup

-test login

- enter username and password from signup

- click button to enter the game

-test lobby

- select player 1 and player 2

- click on one of the join lobby buttons

- check if lobby status changed when button pressed

- (when lobby not full) click wait button to wait for other player

- (when lobby full) click the start button to enter the game

- select player 1 and bot 1

- click the start button to enter the game

- check if lobby status changed when button pressed

- click the start button to enter the game

- select player 1 and bot 2

- click on one of the join lobby buttons

- check if lobby status changed when button pressed

- click the start button to enter the game

- select bot 1 and bot 2

- click on one of the join lobby buttons

- check if lobby status changed when button pressed

- click the start button to enter the game

-test ability to toggle lobby view

-test ability to leave a lobby

- click back button to exit lobby

-test ability to turn sound on and off

-test game play

- check if you can make an illegal move

- try to move straight instead of diagonal

- try to move backwards on the board

- try to jump over your own piece

- test the ability to take opponents pieces by jumping over them

- only when there isn’t another piece behind that piece

- check if you can take more than one of the opponents pieces in a single turn

- (when reaching the back of the opponents side) test that that token becomes a king piece

- should be able to move forward and backwards on the board

-test game history

- click backwards through list

- click forwards through list

-test ability to restart game

-test resignation button

- test single click and double click

-test draw button

- test single click and double click

-test leaderboard

- should pop after game terminates instead of the game going back to lobby selection

- leaderboard updates after each game (ranks based on number of wins)

- toggle visibility with open and return buttons