|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test | Steps | Expected | Actual | Response |
| Nav Bar | Hover over button | To Be Highlighted | Expected |  |
| To Info | Click info button in nav | Navigates to info page | Expected |  |
| To Game | Click Game button in Nav | Navigates To Game Page | Expected |  |
|  |  |  |  |  |
| Slideshow | Click arrows on info slideshows | Navigate through the slideshows | One works, other does not | Moved to separate sripts  UPDATE:  Now done in same class (different instances) |
|  |  |  |  |  |
| Unity loader | Game Page navigated to | Page loads unity build | Error, cannot load unity in browser | Page needs to be online/live |
|  |  |  |  |  |
| Login | User inouts login info | User logged in | Expected |  |
| Login | User Incorrectly Inputs Login Info | User Not Logged IN, Displays message | Expected |  |
| Sign Up |  |  |  |  |
| Log Out |  |  |  |  |
| Multiplayer |  |  |  |  |
| Client syncing |  |  |  |  |
| Name Loading | Send message php username from js to unity loader | Name to be displayed in game | Name not loaded.  Object Not Found | Delay send message (setTimeout)  To let player load |
| Name Syncing |  |  |  |  |
|  |  |  |  |  |