BYU Campus Disc Golf - Test Plan

**Plan**
- Each team member will plan out the appropriate tests for their portion of the project. Establish functionality requirements before coding and test that those functions work after.
- Make sure to test for:
  - reliability
  - performance
  - functionality
- Tests will be established throughout the semester by the individuals who are working in each specific area.
- Final week will be focused on clean-up, testing, and bug fixes.
- Final release will be demoed by all team members.

**Procedures**
- Unit tests need to be written for frontend and backend communication. As the frontend dynamically displays new information, the backend needs to access and return any needed changes.
- The frontend and backend can be tested independently first and then tested together to make sure they both operate as needed.
- The backend and frontend architects will need to communicate with one another to test certain functionalities.

**Expectations**
- Reliable runtime
- Hole info updates as needed
- Group games function as expected
- Leaderboard displays correct information