Bug List

\*Note, bugs are not listed in the order we found them

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| Num | Problem | Solution | Found By | Fixed By |
| 1 | Restart broke | Changed the function that got called when you hit restart (difficulty vs player) | Laura | Laura |
| 2 | Restart broke on loss | Added the remove the options player has at the bottom at the lose screen | Laura | Laura |
| 3 | Remove on last colour doesn’t allow any other options | Needed to set needsChecking to false when remove happened | Scott | Laura |
| 4 | Check wasn’t working right | Reorganized the black and white checks | Scott | Laura |
| 5 | Check saying which one is right/wrong | Count total in the arrays | Scott | Laura |
| 6 | Check saying that if this peg is right and is repeated elsewhere (no matter how many else were there), it would give black and white | Added if statement for the rightSpotRightColour array | Laura | Laura |
| 7 | During check, the solution would appear | Reorganized the displayWinScreen. Pulled out the code on checking if there is a win to its own function. If that was true, display the win screen | Laura | Laura |
| 8 | Check crashed | Removed all the for loops, and reorganized | Laura | Laura |