

# Working Prototype Known Problems Report

## LifeTracker RPG Three n' a Half Asians 2 December 2019

### **List of Functions Not Working Correctly**

- Sometimes when going from player profile screen to map screen no trails will appear on the map. This issue is fixed by restarting the app.
  - We think that this problem has to do with how Android apps deal with are called “activities”, switching between two screens is switching between two activities, and when you get to one a function: `onActivityCreated` should be called. The bug most likely has to do with the code in these functions.
- After creating a trail, the user won't be able to click on the trail to begin running it.
  - This is caused due to how we implemented the `drawTrails` function, the new trail is updated to firebase, but functionality hasn't been added to the trail yet. However, other people using the app should be able to see the newly created trail.
- When we start up the app the camera is focused on latitude 0 and longitude 0. After a couple seconds the camera will snap to the user's location.
  - This is due to our location service being a bit slow. It takes a while for our app to know where our user is and our map API / view starts up before that location information is ready. To fix this we need to implement some sort of wait / loading screen so that the map view can start with the right information.
- Currently every users password has some restrictions (e.x. Length, special characters, etc.). On account creation when a users password breaks these restrictions there is no descriptive feedback, they are simply told: “sign up failed”.
  - Add a description as to why their sign up failed
- Currently there is an exploit in the game where a user does not have to be at the start of a trail to start it. With this in mind, a user can just stay at the end of a trail and repeatedly click it to keep “completing the trail”
  - Add a check whenever a user starts a trail that makes sure they are at the start of the trail they are clicking
- When you stop running a trail or complete a trail the pin / marker for the end of the trail stays on the map, this marker goes away when restarting the app.

- All of our assets visibility on the phone screen can be controlled by flags, somewhere in the trail completion part of our code the flag for the marker is not being set to false.
- Our app does not properly work if the user does NOT allow the app to use their location. Because of this when the user uses the app and does not allow location services our app just sits on map screen with no game functionality (still can move the view around).
  - Add a message to the user that the game / app will not work properly if they do not allow location tracking.