Unintended Actions Report

Utility: user’s needs are met, ease of use, useful functions, etc.

Reliability: easier of frequency and critically of failure.

Robustness: range of operating conditions, handling invalid inputs.

Performance:

Program testing to verify the presence of bugs

Unintended interactions

**Bug report:**

#1)

Type: Correctness

Detail: Bug on PvP, and PvAI, enter the Username and password should not be empty once submit is pressed

Status: Fixed! Added isEmpty checker to return the function user is empty. Also checked password in case it is empty to return the function from the beginning

#2)

Type: Correctness

Detail: Select option on PvAI and PvP, icons are not displaying.

Status: Fixed! Icons are implemented now.

#3)

Type: Robustness

Detail:

For guest option only: After choosing the stone and inputting the username, once "Cancel" is clicked, or the window is closed it will run the game anyways.

Status: Fixed! Once cancelled is clicked, it will bring you back to the main menu.

#4)

Type: Utility

Detail: Change the window or give instructions to specify to type "guest" as the username.

Status: Fixed! We added a ReadMe.txt file for instructions.

#5)

Type: Correctness

Details: Username losses its value after the first play from either user or AI.

Status: Fixed!

Cause: username1, and username2 are set to be a private variable. This would work if you have getting and setter functions to set it and get it for every team.

#6)

Type: Utility

Details: A Boolean value was set as isGuest in the playAsGuest function which is not being used.

Cause: isGuest was declared and later on not used, which came to have a different value being used elsewhere.

Status: fixed! Simply used the other variable from the AiClass to set the state of a guest into guest1 and guest2.

#7)

Type: Enhancement

Details: Too many files were being included everywhere and repetitively.

Status: Fixed! Created a header file to include on each class. This header file has all of the library we are using for the game.

#8)

Type: Utility

Details: Database issues with different types of platform of software. Mac OS, Windows, Linux and other type of known software have been having issues to connect to the database.

Status: Fixed! We decided to host SQLite within the application in order to prevent users from having issues with updating scores or login.

#9)

Type: Utility

Details: If the close button is clicked, the variables are not reset. They remain within the memory.

Status: Fixed! Every time the game board is cleared, it resets all the variables with it.

#10)

Type: Reliability

Details: Once finishing the second game of player vs. AI on medium mode, the AI’s turn will get stuck on the loop and fail to execute properly. The program will then freeze and crash. This bug is found when using guest or as a registered user.

Status: Fixed!

#11)

Type: Utility

Detail: On Guest vs AI easy mode, there is no option to prompt the user to play again or to quit the game.

Status: Fixed!

#12)

Type: Reliability

Detail: On the second run of the game of the easy AI, the end game function is never called and the score is showing the wrong value (it could be due to the previous game score it is being added to). This bug is applied to both guest and registered user.

Status: Fixed!

#13)

Type: Reliability

Detail: Whenever guest mode is selected and player vs. player mode is selected, if the second user tries to login with a valid registered account, it will keep displaying the message of wrong username and password.

Status: Fixed!

#14)

Type: Reliability

Detail: After the second run of any game the score will display the wrong value and the end game function is never called.

Status: Fixed!

#15)

Type: Reliability

Detail: whenever the user signs up for a new account, the database will not verify if the username is taken properly, it registers the account anyway.

Status: Not fixed yet

#16)

Type: Reliability

Detail: When clicking on forgot password and inputting the information, the security question is not displaying, and the security answer is never verified, any input will be considered as a valid input.

Status: Fixed!

#17)

Type: Reliability

Detail: When canceling the request on password reset, it will still state that the password has been changed.

Status: Fixed!

#18)

Type: Reliability

Detail: When clicking on forgot password, the first input fields (first name, last name, and user name) are never verified, the user is still prompted to input the security answer.

Status: Fixed!