Bugs found in the documetnation

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

Reliability: easuer of fequene and critically of failure

Robustness: range of operating conditions, handling invalid inputs

Performance:

program testing to verify to show the precence of bugs

Unintened interactions

Bug report:

#1)

Type: Corectness

Detail:

Bug on PvP, and Pv AI, 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 P v AI and PvP, icons are not displaying

#3)

Type: Robustness

Detail:

For guest option only:

AFter choosing the stone and getting to input 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

#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 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 playAsGuest function which is not being used.

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

Status: fixed! Simply used the other variable from AiClass to set the state of a guest into guest 1 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 have all of the library we are using for the game.