Higher-Order Bugs

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Defect #	Defect	Severity	Type of Higher-Order Testing	Test case # or Description
1	When you click on the Play Now button, it is not obvious that you are in a public lobby	3	Usability	As a user I want to be reminded if I am in a public or private game. Clicking Play Now does not tell me if I joined a public or private game which is frustrating.
2	When you join a public lobby, and are the first person in the lobby, it is unclear what the next step is supposed to be. There is no countdown clock, or start game button.	2	Usability	As a user, if you are the only one there, its is frustrating not knowing what you are supposed to do to play the game.
3	There is no actual description or instructions on what the game is supposed to do in the main menu	2	Usability	As a user, if you're not already familiar with similar games it can be confusing to understand how to play the game.
4	"Reset" button doesn't appear to have any effect on welcome page, and it is unclear what it would be used for	2	Usability	The reset button should do something if it's being displayed on the screen. There should be no buttons that don't do anything.
5	While playing a game, there is no way for the user to know when the game ends. There is no timer or score limit.	2	Usability	As a user, it is impossible to know when the game will end which makes the app frustrating to use

6	Sometimes when pressing the back button on the browser and then clicking the forward button (or hitting refresh), the app crashes and an error appears which says "TypeError: Cannot read property 'on' of null"	1	Usability	Test case 19: when trying to join a private room, after going back to the previous page accidentally, the current page failed to load.
7	When you join either a public or private lobby, there is no indication that your lobby is public or private. There is no way of knowing	3	Usability	As a user it can be frustrating to not know whether people can randomly join or need to be invited.
8	After subjecting the app to a long wait time (when nobody plays a game for more than 30 minutes) the server takes a noticeably long amount of time to start. This is because they are using the free version of Heroku where the server sleeps after 30 minutes.	2	Performance	As a user, it is frustrating to play the game and wait for the server to wake up.