

Product Name: Dunes  
Team Name: Dudes  
12/3/17

## Working Prototype Known Problems Report

### Known bugs

1. If you load a file not generated by Dunes, you might run into unexpected problems, such as crashing or incorrect block data
  - You have a file that has data not generated by dunes, ex. user edited the .dunes file
  - Can be fixed by stronger parsing
2. Dragging to the top sometimes doesn't work
  - Input: You have 2 blocks, could be difficult to drag the bottom one over the top one
  - Located in blockarea.cpp → blockarea::dropEvent()
  - Fix: Use hot key to swap module locations
3. Deleting a module that is indented → subsequent blocks being added breaks the indentation for it and the previous block
  - Input: 3 blocks indented to max, delete middle one, indentation is broken when another block is added
  - Located in blockarea::keyPressedInModule()
  - Possible fix: Whenever a block is deleted, we change the column for all subsequent blocks

### Suggested Test Cases / User Stories

Sprint 2, User Story 2: As a user, I want to be able to export generated code so that I can use the web scraper I've created elsewhere

Scenario:

- 1) Open app
- 2) Drag some modules into block area
- 3) Hit Generate
- 4) Set destination for the CSV and code generated
- 5) Open javascript file created

Sprint 3, User Story 2: As a user, I want there to be the ability to save and load the scripts so that I can continue working on them later

Scenario:

- 1) Open app
- 2) Add any number of blocks to the block area.
- 3) Click save.

- 4) Exit app
- 5) Open app
- 6) Click load and load the script you saved.

Sprint 4, User Story 1: As a user, I would like an easy to install package

Scenario:

For Mac:

- 1) Go to <https://github.com/Colecf/Dunes>
- 2) Download the Dunes.app folder under Dunes\_Release\_Mac
- 3) Run the Dunes.app application

For Linux:

- 1) Go to <https://github.com/Colecf/Dunes>
- 2) Download Dunes\_Release\_Linux folder
- 3) Run the AppRun file

Sprint 4, User Story 2: As a user, I would like to be able to drag blocks and for there to be an indicator

Scenario:

- 1) Open app
- 2) Drag 1 block into blockarea
- 3) Indicator will appear when 2nd block is dragged into blockarea
- 4) If there are multiple blocks in blockarea, indicator will appear any block is dragged

Sprint 4, User Story 5: As a user, I want the ability to delete blocks

Scenario:

- 1) Open app
- 2) Add blocks to block area
- 3) Select a block
- 4) Press delete/backspace