**BUG REPORT TEMPLATE:**

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| **Title:** XXX | **Priority:**  Low/Medium/High/Immediate | **Severity:**  Low/Medium/High/Critical | **Reported By:**  XXX | **Status:**  Not Started/In Progress/Completed |
| **Description/Comments (include line locations if able):**   * XXX | | | | |
| **Resolution Suggestions:**   * XXX | | | | |

Priority Classification:

Immediate – The bug should be resolved immediately.

High - This bug should be resolved as soon as possible in the normal course of development activity, before the software is released.

Medium – This bug should be repaired after serious bugs have been fixed.

Low – It can be resolved in a future major system revision or not be resolved at all.

Severity Classification:

Critical – The bug causes a failure of the complete software system, subsystem or a program within the system.

High - The bug does not cause a failure, but causes the system to produce incorrect, incomplete, inconsistent results or impairs the system usability.

Medium – The bug does not cause a failure, does not impair usability, and does not interfere in the fluent work of the system and programs.

Low – The bug is an aesthetic, is an enhancement or is a result of non-conformance to a standard.

**OTHER ISSUES/CONCERNS:**

* One thing I noted, is that in the unit requirements doc, there is a few units listed that aren’t in the program. Don’t know if I’m missing something or not, so don’t know what to do there. - Dawson
* [DONE]Imperium should be capitalized in the main menu - Dawson

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| **Title:** Exception unhandled error | **Priority:**  Medium | **Severity:**  High | **Reported By:**  Dawson | **Status:**  Not Started |
| **Description/Comments (include line locations if able):**   * Error when pressing enter in the hq selection menu, without inputting an option. * EDIT: happens when pressing enter on any screen * EDIT 2: happens when entering anything but a number * Problem occurs because the program reads the line and tries to convert it in the same instance. Instead, should read the line, and if not empty convert then handle choice. | | | | |
| **Resolution Suggestions:**   * Looking it up, people suggest to use Int32.TryParse when you can’t guarantee your input is a number (returns bool).   + Int32.TryParse(Console.ReadLine(), out int result)   + First argument test if it’s an int, second is for outputting the number into an int var. | | | | |

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| **Title:** armyChoice if statement | **Priority:**  Medium | **Severity:**  Medium | **Reported By:**  Dawson | **Status:**  Completed - Dawson |
| **Description/Comments (include line locations if able):**   * armyChoice if statement doesn’t account for numbers less than or equal to 0 | | | | |
| **Resolution Suggestions:**   * Add a conditional and statement, saying that the choice has to be > 0 | | | | |

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| **Title:** armyChoice if statement | **Priority:**  Medium | **Severity:**  Medium | **Reported By:**  Dawson | **Status:**  Completed - Dawson |
| **Description/Comments (include line locations if able):**   * The way I did spell selection, is that you pick a unit, then are prompted with a menu telling you to select spells. If a spell is already selected, then it runs into a conditional statement that checks if the spell as added to the hq list, and if it is in the list, it skips the conditional and restarts the loop. Normally, this isn’t an issue. However, an issue will occur if you try to add a second unit, and try to add one of the spells the previous unit had, in which case, you will get stuck in the loop. I don’t know if you can even have 2 units with the same spells, so I will leave it for now. If it becomes an issue, however, we will need a more complicated fix. * EDIT: there was some other issues occurring when deleting the unit, such as the spells remaining. | | | | |
| **Resolution Suggestions:**   * Rather than adding the unit and spells to the list var separately, I made a string that tests if the spell is in the string, and if not, concatenates to the end of the string. Doing this solved both issues. | | | | |

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| **Title:** Adding a Unit | **Priority:**  Low | **Severity:**  Medium | **Reported By:**  Dawson | **Status:**  Not Started |
| **Description/Comments (include line locations if able):**   * When adding a unit, user should be able to exit back to the menu, rather than add a unit. | | | | |
| **Resolution Suggestions:**   * NA | | | | |

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| **Title:** Program Slowness | **Priority:**  Medium | **Severity:**  Medium | **Reported By:**  Markie | **Status:**  Not Started |
| **Description/Comments (include line locations if able):**   * The program has significantly reduced performance after adding such a large amount of content. * Performance isn’t so terrible when running the program, but it drops when coding in the IDE. | | | | |
| **Resolution Suggestions:**   * Break out areas into additional .cs files | | | | |