

Bug testing -

While coding the project, we ran into several bug, all of which we ended up fixing. Some of the bugs that we encountered were -

- Caps lock movement

We noticed that when the caps lock was switched on, the drain did not move and the game did not quit when the appropriate keys were pushed. This could easily be solved with a switch case including caps lock letters.

- Border

We noticed early on that the border of the game did not function as intended and the dragon could crash into the border without the game quitting. This was fixed by using a proper grid class with conditionals.

- Menu buffering

This issue was present until before our final submission and review. The menu was not responding as intend and required more than one press to respond appropriately. This was solved with a little modification I the final code.

- Update score bug

The update score function is a really important part of the game. The bug that we encountered was causing the game to save the previous score instead of updating it to zero. This was solved with a little modification I the final code.