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| Product | Zork Client – Map Server Unit Test | | |
| Date | 9/13 | | |
| Author | Huyue Gu | | |
| Defect # | Description | Severity | How Corrected |
| 1 | UI will freeze while the backend is processing a request with Map Server | 1 | Create a new thread to handle updates on UI |
| 2 | The program will crash if an invalid xml file is been selected to load | 2 | Add a function to validate the xml file |
| 3 | The client is not keeping the file path of the current map from server, so that if the map is deleted/renamed, it is not possible to recover the map with associate saved data since we do not know where is the correct map file located | 2 | When creating a new game, client need to save the path of the map file to User Server |

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| Product | Zork UI Unit Test | | |
| Date | 9/13 | | |
| Author | Neng Gu | | |
| Defect # | Description | Severity | How Corrected |
| 1 | By keep clicking on “register/login”, UI creates multiple windows | 1 | Instead of using popup box, embed the windows in to main screen |
| 2 | Login during the game is leading to potential game progress lost | 1 | Alter with emergency saving option |
| 3 | User is being able to load map from any directory | 2 | Limit user to only load map from Map Server |
| 4 | At game start, no navigation provided to user | 3 | Add welcome screen for user convenience |

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| Product | Zork Server Unit Test | | |
| Date | 9/13 | | |
| Author | Jeanne Deng | | |
| Defect # | Description | Severity | How Corrected |
| 1 | Server will respond nothing if the request input is incorrect | 1 | Server respond “request fail”, so Client can try to request again with correct input |
| 2 | User register/login fail if special character is included | 1 | Client check user’s input before sending request to Server |
| 3 | Client request a data save, but database is not able to save it because the length of data | 1 | Extend data field in database with enough space for any game data |

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| Product | Zork Gameplay Unit Test | | |
| Date | 9/13 | | |
| Author | Jiali Du, Chengcheng Xu | | |
| Defect # | Description | Severity | How Corrected |
| 1 | After entering “n, s, e, w” But, the program jumped one space instead of just move one space toward input direction | 1 | Algorithm is fixed to move one space toward direction entered |
| 2 | When using a wrong type of weapon to attack the creature, creature should stay alive rather than dead | 1 | Add a new field in Creature class to define the type of the creature |
| 3 | When user try to save the game right after a saving command, game progress will be null | 1 | Algorithm is fixed so in-game progress will stay in cache until terminate the program |