Bug Tracking

Bugs are fixed as part of the ongoing development. Please see the Trello board: https://trello.com/b/obITBm5q/aa-bug-tracking for Bluering's bug fixing progress. Note that we don't put story points against bugs, as this can lead to story point inflation and incentivizes features to be classified as bugs.

Note: bugs present here may or may not result in a feature being labelled as 'complete', several features are fully implemented and working, but have bugs that our clients would like to see fixed. This does not mean the feature is not done, it is done - just with bugs. However, this is not always true, the pseudocode collapse issue was a bug but re-developing it was more of a feature, which was reflected in our Trello.

Bugs

Note: BR = BlueRing, as in identified by team Bluering (the bug may have been caused elsewhere)

ID	Description	Status
BR_1	Array items can run off the screen if there are many (within a reasonable limit) unlike the Heap which scales correctly	Regressed.
BR_2	Firefox: node text values in graphs are positioned incorrectly towards the top instead of the centre.	https://github.com/Melb-Uni/AA /pull/27
BR_3	Array styling bug in Safari	https://github.com/Melb-Uni/AA /pull/29
BR_4	When navigating between algorithms, there's a 'flash' of the instruction text before it shows the visualisation.	https://github.com/Melb-Uni/AA /pull/30
BR_5	Binary tree array generation (bottom panel) does not respect the 'sorted' or 'balanced' choice if you refresh it by clicking refresh icon.	https://github.com/Melb-Uni/AA /pull/35
BR_6	'Speed' label alignment is centred when it should be next to slider	https://github.com/Melb-Uni/AA /pull/32
BR_7	Checkboxes are really radios	https://github.com/Melb-Uni/AA /pull/31
BR_8	For loop in buildHeap not iterating correctly when loop condition (i.e. line 4) is not expanded .	Blocked.
BR_9	Heapsort: When fully collapsed, there are 3 steps moving forward by 4 steps moving backwards	Blocked.
BR_10	There is an extra white pixel and visible border issues with the array magnitudes.	https://github.com/Melb-Uni/AA /pull/48
BR_11	Text is colored black when in dark mode next to the radio buttons on Quicksort/BST control panel	https://github.com/Melb-Uni/AA /pull/49
BR_12	Array1D Renderer Borders in dark mode become invisible	https://github.com/Melb-Uni/AA /pull/50
BR_13	BST graph visualisation does not use horizontal space as well as heap (needs to be increased)	Fixed.
BR_14	Array indices at top instead of bottom & associated pointer misalignment	https://github.com/Melb-Uni/AA /pull/52
BR_15	QS Pivot line: array item heights can be the same due to min 20 pixel limit even when values differ.	https://github.com/Melb-Uni/AA /pull/60