

Defect Log

Team 11

Austin Wirth, Emma Wynne, Evan Walsh, Harris Christiansen, Miranda Mott

Project System Requirements

OS: Windows 7 SP1+, 8, 10; Mac OS X 10.8+.

GPU: Graphics card with DX9 (shader model 2.0) capabilities. Anything made since 2004 should work.

Browser (if running compiled Web version) must be capable of WebGL.

How to Run the Project

1. Run compiled executable: AmazeballsCompiled.zip

How to Edit the Project

1. Download Unity (<http://unity3d.com>)
2. Open Project: AmazeballsSource.zip
3. Project File Hierarchy:
 - a. Animations: Animations and AnimationControllers
 - b. Prefabs: Templates for level objects
 - c. Scenes: Different views for the app.
 - d. Scripts: All app scripts
 - i. Game: All scripts pertaining to gameplay.
 - e. Sprites: All images for the game.
4. Open desired scene/scripts, make modifications.
5. Press the Play button in the Unity Editor to compile and run the project from the current scene.

Defects

Defect #	Defect	Output Before Seeding	Output After Seeding	Suggested Correction	Black/ White Box Testing	Severity
1	Game Score starts at 1. (because of first firing platform)	Game score has initial value of 0 at start.	Game score has initial value of 1 at start.	In PlayerController set currentBounceCount initial value to -1	Black Box	3
2	Player continues to rotate on PlayerShoot platform.	Player stops rotating on PlayerShoot platform.	If player is rotating already (from colliding at an angle with another object), it will continue to rotate on PlayerShoot platform.	Stop player rotation when PlayerShoot becomes active.	Black Box	1
3	Cannot press pause button to unpause.	Press pause button to pause/unpause.	Pause screen does not allow user to press pause button.	Fix order of objects in Unity Editor Hierarchy (FireMenu, InGameMenu, PauseButton).	Black Box	1
4	Incorrect level menu option.	Level menu lists 3 levels.	Level menu lists 4 levels (only 3 exist). This causes the game to attempt to load a non-existent level	Change NumLevels on LevelSelectionScriptManager to 3	Black Box	2
5	Incorrect "Restart/Next" button after final level	After completing final level, "Restart/N	After completing final level, "Restart/Next	Add conditional for displaying	Black Box	2

		ext" button acts as "Restart"	" button acts as "Next", and attempts to load a non-existent level.	"Next" button after win.		
6	Bomb does not activate on some collisions.	Bomb always explodes upon collision.	Bomb explosion only triggered if collision with very center (1/9th the radius).	Increase Bomb Circle collider radius.	Black Box	2
7	Right outer boundary collider incorrectly positioned.	Right outer boundary collider should match up with image.	Right outer boundary collider is located to the right of sprite image.	Move right outer boundary collider inline with sprite image.	Black Box	2
8	Pause button does not signal character to freeze	Pause freezes character in place	Pause does not cause the character to stop moving	Set Pause to correctly freeze and unfreeze character.	Black box	1
9	Logout button doesn't do anything	Logout returns you to the login screen and you must log in to resume game play	Clicking Logout results in no action.	Link the logout button to the logout function	Black box	1
10	Home button does not work after player exploded by bomb.	Home buttons returns you to home screen.	Home buttons dismisses the menu.	Remove weird behavior for when player does not exist.	Black Box	2
11	No message is displayed when game ends from bomb hit	Message indicating player has lost is displayed	No message is displayed	Update resultText on the playerController to correct the message	White Box	3

12	Winning old level locks previously unlocked levels.	Winning first level multiple times results in no change to unlocked levels.	Winning first level results in final level becoming locked.	Add conditional upon setting unlocked levels after winning game.	Black Box	1
13	Game Reset (in High Scores) does not function properly	Game Reset should reset unlocked levels and persist upon opening/closing game.	Game reset does not persist upon opening/closing game.	Save game reset to PlayerPrefs upon action.	White Box	2
14	"Left" and "Right" buttons rotate firing vector opposite of what is expected	"Left" button corresponded to counterclockwise rotation while "Right" was for clockwise rotation	"Left" button corresponds to clockwise rotation while "Right" is for counterclockwise rotation	Reverse PlayerShoot UI Button Mappings	Black Box	3
15	Lower portion of level selector unresponsive.	User can select level by tapping button, regardless of location.	Lower portion of level selector obscured by invisible leftover construction element.	Remove invisible button covering portion of screen.	Black Box	2
16	Unlock Level will not always function properly.	Unlock Level unlocks level if not already unlocked.	Unlock level will not check if level already unlocked if Level Selection Screen not launched.	Get current unlockedLevel data upon calling unlockLevel	White Box	2
17	High Scores list does not	High Scores list should	High Scores list appends	Replace don't	Black Box	2

	display properly	replace "Loading Scores..." with list.	list to "Loading Scores..." text.	append scores in GetScores().		
18	Levels list can be scrolled offscreen.	Levels list is locked or elastic to screen	Levels list can be scrolled offscreen and does not return on own.	Make Scroll Rect clamped or elastic.	Black Box	1
19	Player can get stuck in infinite bounce cycle.	Level calls "Game Over" after 50 bounces without touching a PlayerShoot.	Level does not ever call game over when ball gets stuck in infinite cycle.	Call game over when bounce count since activating last PlayerShoot > 50.	Black Box	1
20	Player rotation on PlayerShoot platform incorrect.	Player should initially have no rotation on PlayerShoot platform.	Player initially rotates slowly to the left on PlayerShoot platform.	Modify Freeze Player section of OnTriggerEnter2D in PlayerShoot Script resets rotationSpeed to 0.	Black Box	3
21	Off by one error: level numbering starts at level 2	First level in level selection list is level one	First level in level selection list is level two	Fix Level ID for Level Label	Black Box	2
22	Back button on level selection loads wrong screen	Back button redirects user to home screen	Back button redirects user to login screen	Load "HomeScene" instead of "LoginScene" when back button is pressed	Black Box	2
23	Manual player movement input x and y axis are swapped.	Manual player movement left/right correspond	Manual player movement input x and y axis are swapped.	Reverse x and y axes in PlayerController	White Box	2

		to left/right, and up/down to up/down.				
24	Movement of object after collision with wall in game play is not correct	After collision with wall, the object bounces off in expected manner (physics is correct)	After collision with wall, the object bounces off with a slightly decreased speed.	Correct collision reflection formula to not lose speed.	Black Box	1
25	Wrong dialog is displayed when user wins a level	"You Won!" dialog is displayed after user successfully completes a level	"Sorry, try again." dialog is displayed after user successfully completes a level	Correct resultText in GoalController.	Black Box	3