

Tower Dream
Seeded Defect Log
CS408
Team 15

Seeded Defects

Defect Number	Defect	Output Before Seeding	Output After Seeding	Suggested Corrections	Severity
1	Enemies still move while game is paused.	Enemies are frozen when game is paused	Enemies move while game is paused	Edit game speed during pause menu	2
2	Back doesn't work when in help menu.	Back goes back to pause menu	Back does not go to help menu	Fix help menu canvas as well as back button	3
3	Registration accepts invalid characters(not alphabet or number) as input	Shows Invalid Input	Able to login to the game	Put a checking statement in the checkInfo function	2
4	No message shows for user when a they use error input in Login	Invalid Input shows for user	No message shows	Put a Text GameObject in the LoginMenu Object	2
5	Pressing 'B' does not build	B places the tower	B does not do anything	Check keyboard settings for building	2
6	Losing all lives does not end the round	Losing all lives makes the game end	Losing all lives continues the game	End the game after number of lives goes to 0	2
7	You can build a specific type of tower even without enough money	Cannot build the tower with not enough money	Can build that tower anytime	Set money on prefab of that building	2

Defect Number	Defect	Output Before Seeding	Output After Seeding	Suggested Corrections	Severity
8	A skill does not have a cooldown	The skill have cooldown after it's used	Can always use that skill	Set cooldown time on the prefab of the skill	2
9	Selling a specific type of building(farm) does not give gold	Selling tower gives gold	Selling tower does not give gold	Set gold reward on the prefab of farm	1
10	Farm does not give gold	Farm gives gold	Farm does not give any gold	Periodically input gold whenever player has a farm	1
11	Able to fall off the map if you are right in front of enemy wave spawn at start of wave due to the knockback	You can't fall off the map no matter where you are	You fall off the map if you get knockbacked by enemy near edge of map	Move invisible wall further from the edge of map	3
12	A specific type(lv2 bat) of enemy does not give gold reward	Killing a flying enemy gives gold	Flying enemy does not give gold on kill	Set reward to 5 in the prefab of that monster	1
13	Game continues even after you lose	If you run out of lives, end the game	Game continues even after number of lives reaches 0	End the game after number of lives reaches 0	2
14	Game shows level is cleared even if you have lost previously and	If you lose and the game ends, should show a loss	Banner changes to level cleared	If you have lost, do not change the banner	3

	waited		after game ends	message after game ends	
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Defect Number	Defect	Output Before Seeding	Output After Seeding	Suggested Corrections	Severity
15	The Current Wave info of level2 never change	Change current wave info when a wave ends	The current wave info is always 0	Write code in the UIManager file to change the info	2
16	Login accepts invalid input	Error if there are invalid characters in login field	No error when there are invalid characters	Check for normal characters in login field	2
17	Player always face a fixed direction but not the direction of mouse	The player object look at where the mouse is to help user shoot spell	The direction of the player do not change even move mouse	Change rotation of the player object in the lookAtMouse file.	2
18	Bar does not light up for the tower that is chosen in build bar	Bar lights up red when a tower is chosen	First tower is lit up always no matter which tower is chosen	Change UI bar to change to whichever tower is currently chosen by the player	1
19	You can use rock ability even when there are no enemies	Rock ability only goes off when there is at least one enemy	Rock ability goes on cooldown when used when there is no enemy	Make sure numEnemies > 0 when using rock ability	1
20	When "You Lost!" pops up, number of lives goes	Number of lives stops at 0	Number of lives goes negative	Stop changing number of lives after you lose	2

	negative.				
21	Quit button does not work in pause menu	Quit button quits the game	Quit button does not do anything	Put Application.quit function in PauseMenu file for button quit	3
22	When there is no input of emails and passwords during registration, user can still enter the game.	Require correct combo to enter the game	Empty field can enter the game	Check the user and pass combo before you let the user into the game	2
23	Level shown in top right is always level 1	Level 1 should display level 1, and level 2 should display level 2	Level 2 still displays level 1 in top right	Change canvas to adapt to level instead of using static string	1
24	When there is no input of username and password during login, the user can still go to the game.	Require correct combo to enter the game	Empty field can enter the game	Check the user and pass combo before you let the user into the game	2
25	Can not gain additional gold when sell a upgraded tower	Gain more gold on tower with higher level	Gain same gold on the tower that were upgraded	Set higher gold reward on the prefab different level	1