

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	Pause enemy 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	You cannot build anything in half of the area in Level 1	All the usable tower area is buildable	B does not do anything in specific area	Check map settings to place tower spawn zones in level 1	1
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	1

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) will decrease your gold	Selling tower gives gold	Selling tower decrease 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	2
11	Player is able to fall off the map in specific corner	You can't fall off the map no matter where you are	You fall off the map in specific corner after walking towards it	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	UI information text bar shows wrong messages	The information text bar show appropriate text	Information text bar shows "Wave cleared" when the wave is only starting	Fix UI information and output text in the information text	1

14	Bosses do not take damage	Bosses takes damage just like monsters	Bosses have infinite health	Fix boss settings and change enemy detection on damages	2
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Defect Number	Defect	Output Before Seeding	Output After Seeding	Suggested Corrections	Severity
15	The Current Wave info of level2 doesn't appear	Change current wave info when a wave ends	The current wave info is not showing	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	When remaining wave is 0, it does not show victory for players	When remaining enemy and wave reaches 0, victory screen will show up to indicate level is cleared	The level continues to go on even after clearing all the waves and enemies	Change victory condition to match the level	3
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	Enemies in level 2 that spawn in the side lanes does not change direction	Enemies in level 2 that spawn in the side lanes change	Enemies in level 2 that spawn in the side lanes does	Check map settings to have change direction point	2

		direction to end zone after reaching middle point	not change direction		
20	Blade tower does not do damage	Blade tower does damage to enemies	Blade tower does not do damage	Change blade tower damage	2
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	Explosion spell does not do damage	Explosion spell do damage to enemies	Explosion spell does no effect to enemies	Check the AOE spell code to fix damage	1
23	Level shown in top right is always level 0	Level 1 should display level 1, and level 2 should display level 2	Every level shows level 0	Change canvas to adapt to level instead of using static string	1
24	When there is no or wrong input of username and password during login, the user can still go to the game.	Require correct combo to enter the game	Anything can enter the game	Check the user and pass combo before you let the user into the game	2
25	You can build towers on top of each other	Tower will spawn in the closest available zone	Tower stacks on top of each other regardless if the zone is taken	Fix code in create tower to check if the area is taken	1