

SUMMARY: Rotating the board doesn't drop all of the pieces down when pieces are supposed to hit other pieces.

DESCRIPTION: FOUND FROM "TEST-FLIP-COMMAND-WINS-GAME": When rotating, and pieces are in the same column, but have a gap between them, the piece on the left will hover above the same amount of spaces as the gap was before.

REPRODUCTION STEPS: 1) Place a checker in a column not equal to one of the first two.

----- 2) Place a checker to the left of the original checker, ensuring a gap between the two.

----- 3) Rotate the board by typing in rot.

EXPECTED BEHAVIOR: The piece on the right should fall to the new floor, and the piece on the left should fall, stopping at the first piece.

OBSERVED BEHAVIOR: The piece on the right falls to the floor, and the piece on the left maintains the gap between the two, not falling all the way to the piece

SUMMARY: Entering any capital letters in rot doesn't work.

DESCRIPTION: FOUND FROM "TEST-ROT-COMMAND-ROTES-BOARD": Entering a capital letter as a character in rot causes the board to not rotate, and place a checker in the first column.

REPRODUCTION STEPS: 1) Start a game.

----- 2) Enter rot with a capital letter as one of the characters.

EXPECTED BEHAVIOR: The board should rotate, and drop pieces down, while adding no new pieces.

OBSERVED BEHAVIOR: A piece is dropped into the 0th column, and the board doesn't rotate.

SUMMARY: Creating a board with greater than 9 columns.

DESCRIPTION: FOUND FROM "TEST-BOARD-BIGGER-THAN-9": Creating a board with more than 9 columns lists columns after 9 as not one digit numbers.

REPRODUCTION STEPS: 1) Start a game with any number over 9 for board size.

EXPECTED BEHAVIOR: The board should rotate, and drop pieces down, while adding no new pieces.

OBSERVED BEHAVIOR: A piece is dropped into the 0th column, and the board doesn't rotate.

SUMMARY: Creating four in a row, rising to the right

DESCRIPTION: FOUND "FROM TEST-DIAGONAL-RIGHT-CONNECT-FOUR": Creating a connect four , rising to the right DOES NOT win the game.

REPRODUCTION STEPS: place pieces like so...

.....

...XO

..XOX

.XOOO

XOOXX

EXPECTED BEHAVIOR: Message printed to console: "Player x Won!"

OBSERVED BEHAVIOR: Game continues until connect four created horizontal, vertical or falling left diagonal.