

At a minimum it should include the following for each defect:

- Date reported
- Who reported it
- Brief description of defect
- Date fixed
- Who fixed it
- Brief description of how it was fixed

#1 - 4/9 - Wesley Buttons no longer work properly

Fix: 4/9 - Steven - Correct misnamed/incorrect function calls

#2 - 4/11 - Wesley - Enemy3 does not die properly

Fix: 4/12 - Wesley - Enemy3 tag was mistyped as "Enemy3 "

#3 - 4/12 - Wesley - Start screen does not stay aligned when the window changes

#4 - 4/12 - Wesley - If you choose a negative number to attack it closes the prompt instead of what happens if it is >2, I think it should be consistent

Fix: 4/15 - Wesley - Enemies are now clickable to target for attacks

#5 - 4/18 - Wesley - You can spam click aoe attack and attack like 8 times on your turn

Fix: 4/19 - Wesley - After an attack is selected all of the buttons are set to {} until player action re-enables them

#6 - 4/19 - Caden - Heal animations set heal target's idle image to the healer's idle image

Fix - 4/19 - Caden - Correct heal target source

#7 - 4/20 - Wesley - You can attack during the enemies turn

Fix - 4/20 - Caden - Disable buttons when enemy team's turn starts and enable them afterwards

#8 - 4/21 - Wesley - NGE damaged gifs are all the same

Fix: 4/21 - Wesley - The data array had unit02 for all 3 of them, changed to correct value

#9 - 4/22 - Caden - HP and MP values will sometimes get stuck at a value of 10

Fix: 4/22 - Wesley - Changed the if statement in character.js on 71 to be >0 instead of >=0, if the bug was related to the characters reaching exactly 0 this should fix it

#10 - 4/22 - Wesley - Enemy highlight for attack is still present even when an attack is not 'queued'

Fix: 4/22 - Wesley - Added loops to clear the mouseover functions

#11 - 4/23 - Wesley

Heal prevention for players doesn't work right

Fix: 4/23 - Wesley In heal if else for preVerify wasn't set properly

#12 - 4/23 - Wesley - Game Doesn't end if all 3 characters die at once

#13 - 4/23 - Wesley - If player one dies they can still take their turn, we should switch to next player after the enemies have gone

#14 - 4/24 - Caden - HTML health and mana bars are modified when the test suite is run.

Fix: 4/24 - Caden - Prompt user to restart program after test suite is run

#15 - 4/25 - Caden - Stamina regen when a character has insufficient MP to heal works properly (no heal occurs, MP regens), but the Action Box won't update to tell the user their character is resting. MP also abruptly jumps to new value rather than incrementally increasing.

#16 - 4/25 - Caden - When an enemy must rest, player characters will have their "damaged" animation play regardless of the action not playing

#17 - 4/25 - Caden - Enemy heal animations no longer play in world 2 (except for Sephiroth)

Fix: 4/25 - Caden - Rewrite animation selection if statements

#18 - 4/25 - Caden - Player damage animations blink rather than playing the damaged GIF (except for the Final Fantasy world)