**Bug Report of CS3343 Tank War**

Environments:

1. DEV: Local Development Environment
2. SIT: System Integration Test Server Environment
3. UAT: User Acceptance Test Server Environment
4. PRD: Production User Server Environment

**Bug report # 1**

|  |  |
| --- | --- |
| Status | Closed |
| ID number | #1 |
| Name | Blocking Player’s Movement Wall when Spawned |
| Reporter | Yifan |
| Submit Date | 13/10/2024 |
| Type | Blocker |
| Attachments | Screenshots of the blocking: |
| Environment | UAT |
| Operating System | Windows 11, Java 17 |
| Severity | Major |
| Assigned to | Yifan |
| Priority | High |

**Description**

When the walls are spawned overlapping with my tank, I am unable to move and stuck inside the wall.

**Steps to reproduce**

Step 1> run the game

Step 2> the walls are spawned where the player’s tank position

Step 3> if not, re run the game until step 2 is produced.

**Expected result**

The walls should not spawn at player’s spawn point

**Actual result**

The walls should spawn at player’s spawn point

**Notes**

This blocker is due to when walls are spawned, they do not detect the spawning location with the player’s spawning location. Please add corresponding logic.

**Reply & Comment**

Fixed. Now the walls would detect the respawn position is valid or not.

**Bug report # 2**

|  |  |
| --- | --- |
| Status | Closed |
| ID number | #2 |
| Name | Player’s input is disabled after restart |
| Reporter | Chenghao |
| Submit Date | 24/10/2024 |
| Type | Blocker |
| Attachments | / |
| Environment | UAT |
| Operating System | Windows 11, Java 17 |
| Severity | Major |
| Assigned to | Chenghao |
| Priority | High |

**Description**

When restart, my input is not responded.

**Steps to reproduce**

Step 1> run the game

Step 2> die and click “play again”

**Expected result**

The second game should be identical as the first one. The player’s input should be well received and produce corresponding output.

**Actual result**

The game does not take any input from user after restart.

**Notes**

This blocker is due to the game does not reboot the keyboard input after restart.

**Reply & Comment**

Fixed.

**Bug report # 3**

|  |  |
| --- | --- |
| Status | Closed |
| ID number | #3 |
| Name | The restart bar is blinking |
| Reporter | Yifan |
| Submit Date | 04/11/2024 |
| Type | Improvement |
| Attachments | / |
| Environment | UAT |
| Operating System | Windows 11, Java 17 |
| Severity | Major |
| Assigned to | Chenghao |
| Priority | Mediun |

**Description**

When player dies, the UI of restarting game bar is blinking.

**Steps to reproduce**

Step 1> run the game

Step 2> die

**Expected result**

The restart bar should be placed at the bottom of the game window with color white.

**Actual result**

The restart bar is blinking like a flashlight.

**Notes**

The bar is rendered wrongly

**Reply & Comment**

Fixed. Canceling validate() of bar fixed the problem.

**Bug report # 4**

|  |  |
| --- | --- |
| Status | Closed |
| ID number | #4 |
| Name | The walls are not generating after restart |
| Reporter | Haotian |
| Submit Date | 14/11/2024 |
| Type | regression |
| Attachments | / |
| Environment | DEV |
| Operating System | Windows 11, Java 17 |
| Severity | Major |
| Assigned to | Haotian |
| Priority | Mediun |

**Description**

In the restart games, the walls are not reset, and keep the same as the last game ended.

**Steps to reproduce**

Step 1> run the game

Step 2> die

Step 3> restart

**Expected result**

The walls should be random generated again, and the walls from last game should not appear.

**Actual result**

The walls are same as last game. No new walls generated.

**Notes**

This bug is produced after fixing of bug #1. May note that.

**Reply & Comment**

Fixed. Reboot the wall manager after restart. Why this issue occurs after fixing bug1 is unclear.

**Bug report # 5**

|  |  |
| --- | --- |
| Status | Closed |
| ID number | #5 |
| Name | The random walls are not generating after restart |
| Reporter | Chenghao |
| Submit Date | 16/11/2024 |
| Type | regression |
| Attachments | / |
| Environment | DEV |
| Operating System | Windows 11, Java 17 |
| Severity | Medium |
| Assigned to | Chenghao |
| Priority | Mediun |

**Description**

In the restart games, now the walls are normally generated. But only the fixed walls are generating.

**Steps to reproduce**

Step 1> run the game

Step 2> die

Step 3> restart

**Expected result**

The walls should be random generated again.

**Actual result**

Random walls are not generating. Only fixed new walls generated.

**Notes**

This bug is produced after fixing of bug #4. Should be the incomplete fix of bug#4.

**Reply & Comment**

Fixed. Added generation of random walls after restart.

**Bug report # 6**

|  |  |
| --- | --- |
| Status | Closed |
| ID number | #6 |
| Name | The mockito cannot be imported |
| Reporter | Chenghao |
| Submit Date | 24/11/2024 |
| Type | Configuration |
| Attachments | / |
| Environment | SIT, Eclipse 2024-06 |
| Operating System | Windows 11, Java 17 |
| Severity | Medium |
| Assigned to | Yifan |
| Priority | Mediun |

**Description**

Some of the tests used Mockito library, but it is not default exists in library. Our tests cannot run on environments without download of Mockito

import static org.mockito.Mockito.\*;

Cannot resolve org.mockito.Mockito.\*;

**Steps to reproduce**

Step 1> run the test testTank.java

**Expected result**

The tests should run on feasible environments

**Actual result**

The tests cannot run.

**Notes**

We need to seal this dependency so any machine can run our tests.

**Reply & Comment**

Transformed the application source code from java project to maven project.