**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 | Medium |

**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 | Medium |

**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 | Medium |

**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 | Medium |

**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.

**Bug report # 7**

|  |  |
| --- | --- |
| Status | Closed |
| ID number | #7 |
| Name | The respawn point is not safe |
| Reporter | Yifan |
| Submit Date | 27/11/2024 |
| Type | Improvement |
| Attachments | / |
| Environment | UAT |
| Operating System | Windows 11, Java 17 |
| Severity | Medium |
| Assigned to | Yifan |
| Priority | Major |

**Description**

The player’s respawn location is too dangerous, The player has little react time after spawning before shot to death by enemy.

**Steps to reproduce**

Step 1> run the program

**Expected result**

The spawning point should be safe.

**Actual result**

The spawning point is not safe.

**Notes**

Suggest moving the location of the spawn of player to a corner.

**Reply & Comment**

Now the player spawns at the left upper corner of the map.

**Bug report # 8**

|  |  |
| --- | --- |
| Status | Closed |
| ID number | #8 |
| Name | The enemy tanks amount should be fixed |
| Reporter | Chenghao |
| Submit Date | 29/11/2024 |
| Type | Improvement |
| Attachments | / |
| Environment | UAT |
| Operating System | Windows 11, Java 17 |
| Severity | Medium |
| Assigned to | Yifan |
| Priority | Major |

**Description**

Suggest change the number of enemy tanks to fixed so the player can have a standard expectation of difficulty.

**Steps to reproduce**

/

**Expected result**

/

**Actual result**

/

**Notes**

/

**Reply & Comment**

Suggest taken.

**Bug report # 9**

|  |  |
| --- | --- |
| Status | Closed |
| ID number | #9 |
| Name | The enemy tanks sometimes would not move |
| Reporter | Yifan |
| Submit Date | 29/11/2024 |
| Type | Improvement |
| Attachments | / |
| Environment | UAT |
| Operating System | Windows 11, Java 17 |
| Severity | Medium |
| Assigned to | Yifan |
| Priority | Major |

**Description**

The enemy AI would stop moving and just shoots at the player sometime.

**Steps to reproduce**

Step 1> run the program

**Expected result**

The enemy tank should be moving around all time to avoid player’s shot.

**Actual result**

The enemy tank sometime would not move

**Notes**

This should be part of the AI movement.

**Reply & Comment**

Fixed. Improved AI.

**Bug report # 10**

|  |  |
| --- | --- |
| Status | Closed |
| ID number | #10 |
| Name | The health pack is not generated after restart |
| Reporter | Yifan |
| Submit Date | 02/12/2024 |
| Type | Improvement |
| Attachments | / |
| Environment | UAT |
| Operating System | Windows 11, Java 17 |
| Severity | Medium |
| Assigned to | Chenghao |
| Priority | Major |

**Description**

In restart, the player should be able to see another health pack.

**Steps to reproduce**

Step 1> run the game

Step 2> die and click “play again”

**Expected result**

In restart, the player should be able to see another health pack.

**Actual result**

In restart, the player is not able to see another health pack.

**Notes**

The health pack is not given in second game.

**Reply & Comment**

Fixed.

**Bug report # 11**

|  |  |
| --- | --- |
| Status | Closed |
| ID number | #10 |
| Name | The program cannot start |
| Reporter | Chenghao |
| Submit Date | 02/12/2024 |
| Type | Blocker |
| Attachments | Errorlog.txt |
| Environment | UAT |
| Operating System | Windows 11, Java 17 |
| Severity | Medium |
| Assigned to | Chenghao |
| Priority | Major |

**Description**

According to some user, they cannot open our .jar release to start the game. The error log is here:

**Steps to reproduce**

Step 1> run the game

**Expected result**

The game runs.

**Actual result**

Nothing happens. The error log appears.

**Notes**

/

**Reply & Comment**

This is not a coding error. The error log says that there is not enough RAM to start the game. We had better specify system requirements to notify users so that they can know whether it can run on their PC or not.