CS3343 Project

Group 9

Connect Four

Bug Report

**TODO!**

**Title:** Error Occurred When Putting Chess on Boundary

**Description:** Error occurred when putting chess on boundary, game will be terminated and cannot be continued

**Product:** Reversi **Versions:** Reversi v2

**Severity:**  Urgent **Updated** 20/11/2014

**Status:** Closed  **Assigned to:** Andy Wong

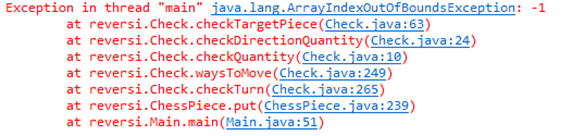
**Problem**:

The game runs smoothly until a player put the chess on boundary of the chessboard. Boundary means the first row, the last row, the first column and the last column. Whenever chess is put on the 28 destinations, error occurs and the game cannot be continued.

**Expected Result:**

The chess should be able to put on the boundary. The colors of other chess should be turned. The game should be continued.

**Actual Result:**



**Title:** Cannot end game when there is no more step could be moved

**Description:** The game keep running when there is no more step for both black and white chess to move. Input is still accepted and invalid move is resulted (as no more step could move)

**Product:** Reversi **Versions:** Reversi v3

**Severity:**  Urgent **Updated** 20/11/2014

**Status:** Closed  **Assigned to:** Andy Wong

**Problem**:

The game runs smoothly until both chesses have no more step to move. It keeps looping to accept the input and shows “invalid move” every time I enter a coordinate (e.g. G2).

**Expected Result:**

It would show the “Game Finish!!” when there is further move on both Black and White to choose.

**Actual Result**:

