

Copycat Simon's Symphony	
Repeat the Beat, Master the Treat!	
Defect Report	
Defect ID:	COPYCAT-001
Title :	hovering over quarters
Severity:	Minor
Priority:	Low
Status:	New
Reported By:	Sayed Mohamed & Ahmed
Reported Date:	11/7/2023
Description:	When hovering over the quarters in the game, they flash and change brightness regardless of the game state. This can confuse the user and make them believe that input is expected from them at any time, even before the computer sequence is completed.
Steps to Reproduce:	Launch the game. Start a new game by clicking the "Play" button. Observe the quarters on the screen. Hover the mouse cursor over any of the quarters.
Expected Result:	The hover effect on the quarters should only be active after the computer sequence is completed and the game is ready to receive user input.
Actual Result:	The hover effect on the quarters is active at all times, regardless of the game state.
Environment:	Browser: Chrome 114.0.5735.199 Operating System: Windows 10 Browser: Firefox Operating System: Linux SUSE
Additional Information:	This behavior can confuse the user and lead to misunderstandings regarding when input is expected. It affects the overall user experience and may impact the game's usability.
Recommendation:	Modify the hover effect on the quarters to only activate after the computer sequence is completed. This will provide clearer visual cues to the user, indicating that their input is now expected.

Defect ID:	COPYCAT-002
Title :	Incorrect Initial Display of "Current Score" Container after "Try Again"
Severity:	Minor
Priority:	Medium
Status:	New
Reported By:	Sayed Mohamed & Mohd Faris
Reported Date:	11/7/2023
Description:	When the user clicks "Try Again" and is redirected to the countdown and game board, the "Current Score" container initially displays the last score instead of resetting to zero. Additionally, if the user inputs the sequence incorrectly on their first try after clicking "Try Again," they will receive the score from the previous round instead of starting with a score of zero.
Steps to Reproduce:	<p>Launch the game.</p> <p>Play the game and achieve a score of X.</p> <p>Click the "Try Again" button.</p> <p>Observe the "Current Score" container at the beginning of the replay.</p> <p>Input an incorrect sequence on the first try.</p>
Expected Result:	<p>1- Upon clicking "Try Again," the "Current Score" container should reset to zero, indicating that a new game session has started.</p> <p>2- When the user inputs the sequence incorrectly on their first try, the score should start from zero instead of carrying over the score from the previous round.</p>
Actual Result:	<p>1- Upon clicking "Try Again," the "Current Score" container initially displays the last score achieved in the previous game session instead of resetting to zero.</p> <p>2- If the user inputs the sequence incorrectly on their first try after clicking "Try Again," they will receive the score from the previous round instead of starting with a score of zero.</p>
Environment:	<p>Browser: Chrome 114.0.5735.199</p> <p>Operating System: Windows 10</p> <p>Browser: safari</p> <p>Operating System: macOS</p>
Additional Information:	This issue occurs at the beginning of the replay and affects the accuracy of the score displayed to the user. It may lead to confusion and an unfair scoring system.
Recommendation:	<p>Ensure that when the user clicks "Try Again" and starts a new game session, the following actions are taken:</p> <p>1- Reset the "Current Score" container to zero to reflect the new game session.</p> <p>2- Clear any previous scores or data associated with the previous round.</p> <p>This will provide a consistent and fair scoring system for the user throughout the gameplay experience.</p>

Defect ID:	COPYCAT-003
Title :	User Input Allowed Before Computer Sequence Completion and everytime
Severity:	Major
Priority:	High
Status:	New
Reported By:	Sayed Mohamed & Mohd Faris
Reported Date:	11/7/2023
Description:	During the gameplay, the user can input their sequence before or during the computer's turn, which results in incorrect moves and game losses. This behavior contradicts the intended gameplay flow, where the user should only be able to input their sequence after the computer finishes playing the randomly generated sequence. Allowing premature user input undermines the challenge of memorizing and reproducing the sequence accurately.
Steps to Reproduce:	Launch the game. Observe the gameplay screen. Wait for the computer to play the randomly generated sequence. Input a sequence of quarters before or during the computer's turn.
Expected Result:	The user should only be able to input their sequence after the computer finishes playing the randomly generated sequence. Inputting a sequence before or during the computer's turn should not be allowed.
Actual Result:	The user is able to input their sequence before or during the computer's turn, resulting in incorrect moves and game losses.
Environment:	Browser: Chrome 114.0.5735.199 Operating System: Windows 10 Browser: safari Operating System: macOS
Additional Information:	This issue significantly impacts the gameplay experience as it allows the user to bypass the intended gameplay flow. Disabling the user's ability to input during the computer's turn and before the computer finishes playing the randomly generated sequence will align with the intended gameplay mechanics and prevent incorrect moves. Providing clear visual cues or indicators to signify the user's turn will help prevent confusion and guide the user accurately through the gameplay process.
Recommendation:	1- Disable the user's ability to input during the computer's turn and before the computer finishes playing the randomly generated sequence. This will ensure that the user follows the intended gameplay flow and can only input their sequence when prompted. 2- Provide clear visual cues or indicators to signify when it is the user's turn to input their sequence. This will help prevent confusion and guide the user through the gameplay process accurately.

Defect ID:	COPYCAT-005
Title :	Large Countdown Text on Small Screens
Severity:	Minor
Priority:	Medium
Status:	New
Reported By:	Ali Hassan
Reported Date:	11/7/2023
Description:	When resizing the game window to a smaller size using the Chrome inspect feature, the text size of the countdown (ready, 3, 2, 1, go) becomes disproportionately large compared to the screen size. This results in the countdown text being oversized and potentially causing visual inconvenience for users on smaller screens.
Steps to Reproduce:	Launch the game in Chrome browser. Open Chrome DevTools and activate the inspect mode. Resize the game window to a smaller size, simulating a smaller screen.
Expected Result:	The countdown text should dynamically adjust its size and remain visually appropriate and readable, regardless of the screen size or window dimensions.
Actual Result:	When resizing the game window to a smaller size, the countdown text becomes disproportionately large, potentially causing visual inconvenience.
Environment:	Browser: Chrome Operating System: Windows 10
Additional Information:	This issue affects the overall user experience on smaller screens, as the oversized countdown text can hinder readability and potentially disrupt the gameplay flow. Ensuring that the countdown text is responsive and adjusts its size appropriately to different screen sizes will improve the game's usability and visual consistency.
Recommendation:	Implement responsive design for the countdown text to ensure it scales appropriately based on the screen size. Test the game on various screen sizes and ensure the countdown text remains visually appropriate and readable in all scenarios. Consider using CSS media queries or responsive typography techniques to dynamically adjust the text size based on the available screen space. This will ensure that the countdown text remains legible and visually appealing across different devices and screen sizes.

Defect ID:	COPYCAT-006
Title :	Favicon Loading Error
Severity:	Minor
Priority:	Low
Status:	New
Reported By:	Mohamed Faris
Reported Date:	11/7/2023
Description:	a console error was observed related to the favicon. The error message "Failed to load resource: the server responded with a status of 404 (Not Found)" indicates that the favicon file is missing or not accessible. This can negatively impact the user experience and potentially create a perception of an incomplete or unprofessional application.
Steps to Reproduce:	Launch the game. Open the browser console to view any error messages.
Expected Result:	The application should load the favicon without any console errors or missing resource issues.
Actual Result:	The browser console displays an error message related to the favicon, indicating that the resource is missing or inaccessible.
Environment:	Browser: Safari Operating System: macOS
Additional Information:	The absence of a favicon or the failure to load it can impact the user's perception of the application. It is recommended to provide a favicon file to enhance the visual branding and professionalism of the game.
Recommendation:	<p>Option 1: Add the Favicon Reference</p> <p>Add the following reference in the <head> section of the HTML file: <link rel="icon" href="data:;base64,iVBORwOKGO=" /> This reference will use a default blank icon to prevent the console error. However, it is recommended to design and use a custom favicon for the application.</p> <p>Option 2: Add Favicon File</p> <p>Add a favicon.ico file in the root folder of the application. This file should be in the standard ICO format and represent the desired favicon for the game. Ensure that the file is correctly referenced in the HTML code using the <link rel="icon" href="favicon.ico" /> tag.</p>

Defect ID:	COPYCAT-007
Title :	Console Log Displays User Input
Severity:	Minor
Priority:	Low
Status:	New
Reported By:	Mohamed Faris
Reported Date:	11/7/2023
Description:	During testing on various browsers, it was observed that the developer console log displays the user input during gameplay. This can potentially expose sensitive information and is considered an undesirable behavior, as it may compromise the user's privacy and user experience.
Steps to Reproduce:	Launch the game on any browser. Open the browser developer console.
Expected Result:	The developer console should not display any user input or sensitive information during gameplay.
Actual Result:	The developer console displays the user input, including the sequence of quarters pressed by the user.
Environment:	Browser: Safari Operating System: macOS
Additional Information:	The console log displaying user input can expose sensitive information and compromise the privacy of the user. It is essential to remove or disable any logging of user input in the production environment to ensure a secure and private user experience.
Recommendation:	remove or disable any logging statements related to user input. It is recommended to review the codebase