

BUG DEFECTS REPORT

For bugs/issues, we proceeded with the tool backlog. It is an online web-based application to manage defects and tasks related to a project. We are all in the project on the backlog as admins. For reference, I'm attaching pictures of the bugs and issues we had created throughout the development process. We were planning on adding the TA to our project, so they would be able to view the issues themselves directly. But, instead thought of going with putting down screenshots as they can easily see the document in the repo.

Below is a picture of the tool with our issues and bugs.

Issue Type	Key	Subject	Assignee	Status	Created	Due date	Updated	Registered by
Bug	PROJ4-D-7	Initial Special Spaces Printing	Yuri Martinez-Moylan	Resolved	Nov. 17, 2021		Nov. 18, 2021	Yuri Martinez-Moylan
Bug	PROJ4-D-5	Special spaces are replaced with player piece when landed on	Rokunuzjahan Rudro	Resolved	Nov. 16, 2021	Nov. 08, 2021	Nov. 16, 2021	Rokunuzjahan Rudro
Bug	PROJ4-D-6	after passing roughly space 30, the player is reset to start on the next turn.	Rokunuzjahan Rudro	Resolved	Nov. 16, 2021	Nov. 10, 2021	Nov. 16, 2021	Rokunuzjahan Rudro
Bug	PROJ4-D-4	Special spaces were only printing in the top three rows of the game board.	Rokunuzjahan Rudro	Resolved	Nov. 16, 2021	Nov. 09, 2021	Nov. 16, 2021	Rokunuzjahan Rudro
Bug	PROJ4-D-3	Black Hole feature for the game	Yuri Martinez-Moylan	Resolved	Nov. 13, 2021	Nov. 17, 2021	Nov. 16, 2021	Rokunuzjahan Rudro
Task	PROJ4-D-1	Add background for the game	Rokunuzjahan Rudro	Resolved	Nov. 13, 2021	Nov. 13, 2021	Nov. 13, 2021	Rokunuzjahan Rudro

I am attaching 4 pictures of the details behind the bugs which have been created on the backlog.

Yuri Martinez-Moylan
Nov. 18, 2021 12:09:17

○ Status: Open → Resolved
○ Assignee: empty → Yuri Martinez-Moylan
○ Resolution: empty → Fixed

Once the DOM is loaded, the function to print the board is being called before the function that assigns special spaces. Fixed by swapping the order the functions are called.

Rokunuzjahan Rudro
Created Nov. 16, 2021 20:56:40

Date found: 11/9
Date fixed: 11/9
Solved by: Yuri

Fix desc: In the setPos function, the boardArr element that was storing the special space was being overwritten by the player piece before checking if it was a special space. Updated that function so that it doesn't store the player position until after checking.

Assignee: Rokunuzjahan Rudro
Category: specsSpaces.js
Resolution: Fixed

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RokunuzJahan Rudro

Created Nov. 16, 2021 20:56:40

Quote

★ 0

Date found: 11/9

Date fixed: 11/9

Solved by: Yuri

Fix desc: In the setPos function, the boardArr element that was storing the special space was being overwritten by the player piece before checking if it was a special space. Updated that function so that it doesn't store the player position until after checking.

Assignee



RokunuzJahan Rudro

Category

specsSpaces.js

Resolution

Fixed



RokunuzJahan Rudro

Created Nov. 16, 2021 20:52:51

Quote

★ 0

Found: 11/9

Fixed: 11/9

Solved by: **Yuri **

Resolution: for loops in the drawSpecialSpaces function were only running three iterations, ie, the top three rows of the board. Adjusted to iterate 10 times for the new 10x10 board.

Assignee



RokunuzJahan Rudro

Category

specsSpaces.js

Resolution

Fixed



Bug PROJ4_D-3

Due date Nov. 17, 2021



Resolved

Black Hole feature for the game

Watch

Edit



RokunuzJahan Rudro

Created Nov. 13, 2021 19:50:31

Quote

★ 0

The black hole feature (special feature) on the board seems to have abnormal functionality as of this point

-moving player negative spaces on the board

-Instance of the problem (black hole spot on 7 on the board): player should be moved 10 spaces backward, but it was moved to the old position

Assignee



Yuri Martinez-Moylan

Category

specsSpaces.js

Resolution

Fixed

