

## **Working Prototype Known Problems Report**

**FunNums**

**Foul Owls**

**December 2, 2017**

- Pressing ResumeButton after a game is finished occasionally caused the game to crash and return to the main menu screen (about once every hundred plays)
  - Action: pressing “resume” after game is complete
  - Location: Likely in GameView::restart(), since this function restarts the game, could be related to threading problems
  - Action to Remove: track down exact error that is raised when this happens and address it accordingly, unfortunately this error has only happened when our device is not plugged into AndroidStudio, so we can't read the error message
- The leaderboard does not display anything if there is no internet connection
  - Action: entering LeaderBoard screen with no internet connection
  - Location: In LeadBoardGameActivity, there is no way to get a status from Firebase that there is no internet connection, unless there is initially a message saying no connection before it loads, which looks a bit weird. So there is no error message displayed to the user.
  - Action to Remove: add in some sort of check to see if there is internet connection, and display a message if there is not.
- The game tiles can get stuck when dragging them in a quick sudden movement
  - Action: Dragging tiles too fast in the owl game
  - Location: In OwlGame, a counter of motion events is kept to differentiate between a single touch and a dragging action. A dragging event is only triggered after a minimum number of motion events have been registered. Without this counter even a single touch by the user has the potential of triggering multiple motion events and launching a dragging action when it should only trigger a single touch action. Moving a tile too quickly might not trigger the minimum number of motion events needed and the tiles will move but the action won't be registered as a dragging, leaving the tile stuck in its current position.
  - Action to Remove: Adjust the minimum number of touches needed to trigger an action and figure out the best value possible. Alternatively we could attempt to refactor dragging events and try to make use of android's supported dragging functionalities.