

# ECE 493 Capstone Bug Report

## Summary for PolyPong

Arun Woosaree , Micheal Antifaoff , Joshua Chang

### Week 1: January 10-16

We were deciding on a project and we set up an initial Google Drive.

No bugs yet.

0 bugs opened 0 bugs closed

### Week 2: January 17-23

We decided on our project, brainstormed ideas for different functional requirements.

No bugs yet.

0 bugs opened 0 bugs closed

### Week 3: January 24-30

We made a mockup of our project in HTML, CSS, and some minimal JS

Worked on our SRS.

No bugs yet.

0 bugs opened 0 bugs closed

### Week 4: January 31 - February 6

Continued working on a mockup of our project in HTML, CSS, and some minimal JS

Worked with Canvas to get polygons and paddles drawn to the canvas

(No bugs here, just learning the basics)

Got Auth0 sign in working

Worked on our SRS

Bugs:

1. Fixed bug where Auth0 sign in was not working
  - o Opened February 6, closed by 345723b on February 17

1 bug opened 1 bug closed

## Week 5: February 7 - 13

Migrate HTML/CSS/JS mockup to Svelte

Bugs:

1. Game classes not working, constructor throwing errors
  - Opened February 7, closed by ccea9cc on February 8

1 bug opened 1 bug closed

## Week 6: February 14 - 20

Bugs:

1. Fix bug where Auth0 login not persisting across sessions
  - Opened February 17, closed by 345723b on February 17

1 bug opened 1 bug closed

## Week 7: February 21 - 27

Bugs:

1. Fix shapes not being drawn to the canvas as a result of migration to Svelte
  - Opened on February 25, closed by d81ecac on February 27

1 bug opened 1 bug closed

## Week 8: February 28 - March 6

Bugs:

1. Fix bug where your paddle was not drawn at the bottom of the screen
  - Opened March 1, closed by 51b2d4e on March 1
2. Fix bug where there was no ball and collision detection was not being done
  - Opened March 1, closed by c5d9a42 on March 1
3. Fix bug where game would scale by ball would not scale based on client's window size
  - Opened March 1, closed by 0d60aee on March 1
4. Fix bugs where paddles could go outside of the game board and even offscreen
  - Opened February 25, closed by 0dfdaf9 on February 28
5. Fix bug where player cannot move their paddle

- Opened February 28, closed by dceca91

5 bugs opened 5 bugs closed

## Week 9: March 7 - 13

Bugs:

1. Fix bug where lobbies were created but not joinable
  - Opened March 8, closed by f9e9273 on March 8
2. Fix bug where each user did not have a unique identifier
  - Opened March 8, closed by b180a2f on March 8
3. Fix bug where frontend was unable to build
  - Opened March 12, closed by b22b713 on March 12

3 bugs opened 3 bugs closed

## Week 10: March 14 - 20

Bugs:

1. Fix bug where games could not yet be started
  - Opened March 19, closed by ee001d6 on March 19
2. Fix bug where WebSocket connection could not be accessed outside of Lobby.svelte
  - Opened March 19, closed by a395ced

2 bugs opened 2 bugs closed

## Week 11: March 21 - 27

Bugs:

1. Fix bug where multiple users could have the same username; we now check the database when users are selecting their username
  - Opened March 26, closed by 3e67b26 on March 26
2. Fix Auth0 bugs causing users to not be able to log in
  - Opened March 22, closed by 07f5092 on March 22

2 bugs opened 2 bugs closed

## Week 12: March 28 - April 3

Bugs:

1. Fix bug where lobby was not waiting for everybody to indicate they are ready
  - Opened April 3, closed by 70804d4 on April 3
2. Fix bug where players were not able to set their skin from the frontend
  - Opened April 2, closed by e8e23a8 on April 2
3. Fix bug where game background was different color than expected
  - Opened March 30, closed by a956424 on March 31
4. Fix bug where when one player was eliminated, a new game was not starting (game over was not being sent to, or handled by, the server)
  - Opened March 31, closed by 0a6155f on March 31
5. Fix bug where global and local leaderboards were not displaying the top players in the database
  - Opened March 30, closed by 5c0a06c on March 30
6. Fix bug where the user who loses was just shown a blank screen without a game over message
  - Opened March 29, closed by 9c827df on March 29
7. Fix bug where ball and paddles were not consistent across all the different clients
  - Opened March 28, closed by cfae28a on March 28
8. Fix bug where collision detection was not working across multiple clients (not updated on every client)
  - Opened March 28, closed by 4bf30cc on March 28
9. Fix bug where collision detection was not working on clients other than the client who is assigned player number 0 (collision detection was only working for the client with player number 0)
  - Opened March 28, closed by 8e626d9 on March 28

9 bugs opened 9 bugs closed

## Week 13: April 4 - 10

Bugs:

1. Fixed CORS bug
  - Opened April 6, closed by b15fdde on April 6
2. Frontend not building
  - Opened on April 4, closed by d8bed85 on April 4
3. Fixed broken DB tests
  - Opened April 10, closed by 1e94b08 on April 10
4. Keypress listener bug where keyup/keydown info was constantly being sent; we only wanted to send information when there is a change in state
  - Opened April 8, closed by 502b95b on April 10
5. Skins not displayed properly on every client
  - Opened April 1, closed by 7ba7b18 on April 7

6. Fixed bug where when players left a lobby (by clicking back or closing the window), they were still a part of the lobby server-side (and hence the game would wait for them to start)
  - Opened April 9, closed by bdf06cc on April 9
7. Fixed bug where user statistics were not updated
  - Opened April 10, closed by 0eafcf4 on April 10
8. Fix bug where when a user loses connection or closes their window, the game was waiting for them to respond instead of restarting a new game without them
  - Opened April 10, closed April 10 by 1a1467e on April 10
9. Fixed bug where paddles were not drawn on the edge of polygons for games
  - Opened April 4, closed by cb34633 on April 5
10. Fixed bug where skins were not showing
  - Opened on April 10, closed on April 10 by 000e87c
11. Fix bug where one player game was starting after two player game was over
  - Opened April 10, closed by 17d7cf7 on April 10
12. Fix lobby doesn't exist error, which was making public lobbies unusable after one game
  - Opened April 10, closed by 048fa33 on April 10
13. Fixed canvas equal to null bug
  - Opened April 9, closed by a155f05 on April 9
14. Fixes bug where keyHandlers were not removed when a game was over/won
  - Opened April 9, closed by c3eb94b on April 9
15. Fixed a bug with lobby system: when two players are in a lobby and one exits, the other player is now informed the lobby no longer exists
  - Opened April 7, closed by 543859b on April 9
16. Fix bug where XP was not assigned due to lobby\_id being reset too early on the client
  - Opened on April 7, closed by 4c6b4c5 on April 7
17. Fixed game breaking bug where second round of game couldn't start because of a race condition bug where server would not send a start\_game message after one client had been eliminated
  - Opened April 7, closed by ac4755d on April 7
18. Fixed bug where wall collision detection and handling was not working for two player games
  - Opened April 4, closed by e3b97e1 on April 4
19. Fixed bug where 5 powerups (bigger, smaller and 3 invisibles) were not yet implemented
  - Opened April 4, closed by 6074ad7 on April 4

19 bugs opened 19 bugs closed

## Week 14: April 11-16

Bugs:

1. Fix bug where Lobby not created when websocket not ready

- Opened April 13, closed by 6fe8715 on April 13
- 2. Fix bug of username being empty: Await getUsername since it is async
  - Opened April 13, closed by 8254b39 on April 13
- 3. Username exists message not being displayed
  - Opened April 13, closed by 19eb609 on April 13
- 4. Backend not building due to unpinned dependencies updating
  - Opened April 13, closed by 8104398 on April 13
- 5. Fix bug with Arun where game was restarting when a player who had lost closes the tab
  - Opened April 13, closed by 76fd5cc on April 13
- 6. Fix XP bug which was reporting 0 XP earned because the SERVER\_URL variable was incorrect
  - Opened April 13, closed by 76fd5cc on April 13
- 7. Fix not logged in when joining Lobby using a link
  - Opened April 10, closed by 706caee on April 13
- 8. Vestigial powerups still showing in frontend after they were scrapped
  - Opened April 13, fixed in b58afcc on April 13
- 9. Cannot run backend locally with docker-compose up -d
  - opened April 15, fixed in acae2a6 on April 16
- 10. Local leaderboard did not return indices
  - Opened April 11, closed by db7877b on April 11
- 11. Local leaderboard was not sorted
  - Opened April 11, closed by d0cd47f on April 11
- 12. Fix bug where alert was coming up when lobby\_id was ""
  - Open April 11, closed by 84f1669 on April 11
- 13. Add ball not working
  - Open April 9, closed by 1da988a on April 11
- 14. Fixed bug where paddles were not drawn on the edge of polygons for more than 12 player games
  - Open April 16, closed by 31e52a1 on April 16
- 15. Fixed bug where certain powerups did not work well together, such as Add Ball and Trace Path
  - Opened April 11, closed by 1ecf59f on April 11
- 16. Fixed bug where shaped paddles were not yet implemented (selecting shaped paddles as a powerup did nothing)
  - Opened April 11, closed by 75c96a8 on April 11
- 17. Fixed bug where images for shaped paddles were not visible
  - Opened April 11, closed by 5972aad on April 12

17 bugs opened 17 bugs closed