

Blackbox Defect Log

Defect #	Defect	Severity
1	When the user press up arrow, the battleship moves down instead of up	S3
2	When the user press down arrow, the battleship moves up instead of down	S3
3	If the battleship is not moving, not all the bullets can hit the battleship, some bullets miss the target.	S3
4	The player ship can be moved beyond the main screen and disappears	S1
5	The health bar is not displayed correctly. The max health keeps decreasing when the battleship gets attacked but the proportion of health doesn't change.	S3
6	At each level, the player starts with health a little bit less than full health	S2
7	When the battleship collides with an enemy, its health doesn't decrease	S1
8	After finishing the tutorial, it can't be run again without restarting the client	S3
9	The player ship shows in the upper left corner when its actual position is around the center	S2
10	When playing in level 2, couldn't see the enemy ships	S1
11	In level 3, the number of enemy doesn't obey the linear increasing pattern, there are too many enemies.	S2
12	When playing in level 4, the ship's moving speed is slower than other levels	S3
13	In level 7, the name shows as level 8 wrongly	S2
14	Level 11 crashes the game everytime	S1
15	If a server is not running and when the client is trying to play in multi player mode, then it will freeze	S1
16	Press ESC it will return to the main screen, when click the single player mode again, it will show the same level where it was exit previously. Have to restart the application to play a new game	S1
17	After entering the multiplayer screen, press ESC won't return to main screen	S1
18	The bullets shown in the tutorial are not the same as shown in the single player and multiplayer game	S3
19	In multiplayer mode, both ships look as the same which is very confusing to play	S1
20	In multiplayer mode, can't see other player's health	S2
21	When a player dies in the multiplayer mode, the other players could still see it	S1
22	When entering the multiplayer mode, the input icon focus on the 'Server Port' text area instead of 'Address' text area	S3
23	When typing invalid IP addresses, it's accepted but can't paly games normly with other player	S2
24	When getting to the level higher than 15, bullets are invisible	S3
25	User could not see their allies	S2
26	In multiplayer mode, if a user type a legal server and a legal port but the server is not running, user will not have warning about it	S3
27	Gun sound effect endlessly loops on top of each other	S3
28	Accepts above range. Port Add inputListener for numeric key 2 for the menu screen and assign it to selecting Multiplayer Before:port is reject44 65536 in multiplayer which it should reject	S3
29	Accepts Negative Port	S3

30	Numeric key 1 will redirect to multi mode screen	S3
31	Numeric key 2 will redirect to tutorial mode screen	S3
32	Numeric key 3 will redirect to high score screen	S3
33	Numeric key 4 will do nothing	S3
34	In multiplayer, friendly collisions do not cause damage	S3
35	In tutorial mode, no matter which direction keys you pressed, the ship will always go up and pass the tutorial step	S2
36	Game music does not stop upon returning to the main menu	S2
37	In multiplayer mode, friendly shooting will not cause damage	S2
38	After Level 5, health will not regenerated	S2
39	Less points are awarded per kill as the level increases	S2
40	Must press alt+tab multi times to switch out of the game	S3
41	Initial score is -100	S2
42	User can not re-enter single player mode after died	S2
43	On the 2nd and 4th level, ally appears as an enemy ship	S1
44	User can reconnect to the game even if he or she has died	S2
45	Score is negative	S3
46	User can move out of canvas to avoid damage	S2
47	In level 2, only missiles but no enemy figures are visible	S1
48	In level 6, only enemy figures but no missiles are visible	S1
49	Cannot move mouse outside of game window	S2
50	Have to enter server information everytime the game is restarted	S3
51	In multiplayer mode, display of the other player's movement is different from the player's actual movement.	S1
52	In tutorial mode, bullet trajectory ends half way when directed to bottom or right side of screen	S2
53	Re-entering tutorial mode does not restart it, but instead continues from where left	S2
54	In multiplayer mode, if one of the player is not dead and the other one is and the dead player reconnects back into the game, two players will play different level	S1
55	In multiplayer mode, textfield stop responding if switch out of game window and switch back	S1
56	In level 8 and level 9, HP is automatically in cheat mode	S2
57	In multiplayer mode, if server information is not correct, the game crashes (exits without notification)	S1
58	In singleplayer mode, battle ship is always on top-left corner if no direction key is pressed	S3
59	New actual high scores are not recorded into "Highscores" because all scores are negative	S2
60	Cannot see mouse position when playing the game	S2
61	The final boss is not there in level 10	S1
62	In multiplayer mode, in level 3, two player start with different initial HP	S3
63	Enemies move too slow in level 10	S2
64	The enemies are too similar to player in level 7	S1
65	When player get into level 6, the player's position will be shifted to right	S3
66	High Score will not shown for new players	S1
67	The bullet speed is too fast in level 4	S3
68	Cannot click into "Highscores" screen, but can only press number "3" to see it	S1

69	When moving ship, the ship will be under the score info, which should be above all the game information	S3
70	In multiplayer mode, players will get different damage in level 3	S1
71	More than 2 players can join in the multiplayer game	S1
72	After completing a level, the game should show a continue button	S2