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| Bug | Description | Priority | Previous Steps |
| 1 | Two match starting after accepting a request from quick match | High | Accepting a quick match request on both sides. |
| 2 | Queueing will not terminate when a match is found | High | Rejecting the match request. |

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| Fixation | Location | Description |
| 1  Bug 1 fixed | Protocol – Message  Server | Match will not start unless both sides accept |
| 2  Bug 2 fixed | Mainwindow  loadQuickMatchPanel() | A new static Boolean field tracking whether a match is found, instead of using inMatch field. |

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| Bug | Description | Priority | Previous Steps |
| 3 | Some packet reordering on the device not deploying the server. Resulting in some blank unrecognizable notification popups | Medium | Rejecting before/ after opponents accepted. Not always occurring. |

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| Fixation | Location | Description |
| 3  Bug 3 fixed | NetClient.java  Send() | A lock feature is added to make sure an acknowledgement packet is received before other threads calls send again. |