

Working Prototype Known Problems Report:

dndsip.ga, Team DNDSIP, December 2, 2018

List of functions not working correctly:

- 1) Typing in an extraordinarily high value into the dice roller (such as 9999999d99999 + 999999) will cause the page to crash. (This is just a basic integer overflow, but no one is going to put in such a large value anyways.)
- 2) Typing in an extraordinarily high value for a player's stats hasn't yet been seen to break the document, but it does screw with the css and make the page look much worse. It also changes the modifiers to scientific notation.
- 3) There's an odd glitch in which if the page is saved while the only skill checked as proficient is survival, the proficiency checkbox won't save.
- 4) Entering strings such as "2.5", "abc", and "" will cause problems for the Unit Testing Client. It should not cause errors in the character page itself, but the Testing Client does not have the error checking to properly test those inputs.
- 5) The character sheet test has some bugs in it where it fails things that work correctly and it gets slowed down when constitution.
- 6) Currently the unit testing client fails most tests that test the experience points bar, this is because it can't enter characters into the textbox. This is actually intentional, the test for the experience box just doesn't have proper handling of illegal inputs.
- 7) Clicking "manual entry", changing a skill value, then unclicking manual entry does *not* update the value back to its original # (e.g. 3). Normally, changing the proficiency bonus and clicking away will fix this. This doesn't happen if the proficiency is deleted and then changed to the same value.
- 8) If 2 people are logged into the same account at once, things don't work perfectly. This isn't a huge concern since it shouldn't realistically happen that often.