

## Bug report of the Frogger Game

### Bug #1:

Summary: Frog dies upon landing on a turtle.

Description of what happens: Frog dies and game over screen displayed.

Description of what should happen: The frog should be allowed to land on a turtle and play on as normal.

How to reproduce the bug: Land on the turtle.

### Bug #2:

Summary: Once frog dies, there is no second chance.

Description of what happens: Frog dies, and screen is frozen on death state. The lives just decrease, and player is not able to play for their remaining lives. Eventually when lives reach 0, game over screen is displayed.

Description of what should happen: Upon game over, if there are lives left the frog should start at the beginning again and player should be able to try again.

How to reproduce the bug: Die (in game).

### Bug #3:

Summary: When frog enters the first house, frog dies.

Description of what happens: Frog dies, and player loses a life when the frog enters the first home.

Description of what should happen: The home should be occupied, and frog moved back to the start to continue playing.

How to reproduce the bug: Land in the first home.

### Bug #4:

Summary: WASD characters are not able to be used as replacement for arrow keys.

Description of what happens: S moves up, D moves down, F moves right. A works as intended.

Description of what should happen: The set of inputs should be WASD:

W – Up, S – Down, D –Right, A – Left.

How to reproduce the bug: Press the keys S, D, F, A.

Bug #5:

Summary: Frog able to move out of bounds

Description of what happens: Frog can move downwards and off the display without losing a life.

Description of what should happen: Either frog should be disallowed from moving downwards any further than the border of the display, or the frog should lose a life and have to restart if it does attempt to do so.

How to reproduce the bug: Move down as much as you wish.

Bug #6:

Summary: Game does not end once timer finishes.

Description of what happens: Game is still playable when the two minute timer finishes.

Description of what should happen: Game over screen should be displayed.

How to reproduce the bug: Wait two minutes.

Bug #7:

Summary: Timer bar incorrect.

Description of what happens: The timer bar increases in size relative to the time, thus the bar is actually “outside” the display.

Description of what should happen: The size of the bar should remain fixed but the speed at which the bar decreases in size should vary based on the time.

How to reproduce the bug: Run the game and keep an eye on the bar for 120 seconds.