

Bug ID	Bug Description	Location of Bug	Date Bug Found	Person Bug Found by	Date Bug Corrected	Reason Bug was caused
1	Game crashes when to move outside of map	Game.java Public function: handleInput	01/18/2019	Luke Richardson	01/20/2019	Did not consider what will happen when player click outside the map, which cause the ship move to a invalid place and crash the game.
2	Game crashes when an enemy ship belong to college "A" is next to an enemy ship belong to college "B"	Game.java Public function: startNewTurn	1/20/2019	Shubei Qian	01/20/2019	Did not consider when one element is deleted in an ArrayList, the index will be changed too.
3	The enemy ship could destroy more than one player ships in one turn.	EnemyShipAI.java	1/20/2019	Shubei Qian	01/20/2019	The enemy ship has been checked more than once if it could destroy other ships.
4	Cannot destroy the college if the college take more than one square	College.java	1/20/2019	Ed Gould		The coordinates of the colleges are not handled in ArrayList.

5	The enemy ship can move onto a players ship while destroy another ship.	EnemyShipAI.java	1/20/2019	Shubei Qian	01/20/2019	Have not consider the condition two friendly ship are adjacent. Since the enemy ship will chose one square around the ship going to be destroy, strong chance it will land on other friendly ship adjacent.
6	The camera could move out of the map.	Game.java	1/20/2019	Ed Gould	1/20/2019	Did not set the limit of the camera range.
7	Enemy ships do not move		01/18/2019	Luke Richardson	01/18/2019	Did not implemented the enemy AI function yet.