

Coding Coders Who Code Things

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EECS 448 Project 4 Bugs List

Current Bugs

- When testing code, it must be run after selecting a difficulty but before placing a card or it does not run
- Game may lock up in different situations. Some cases may not have been found. See below for fixed locks up bugs

Fixed Bugs

- Game locks up on AI turn one card after slap
- Game locks up upon playing Jack
- Game end isn't triggered on 0 cards in either deck
- Game win notifier only displays for a split second
- Game win notifier would always show player win
- Slap would leave the bottom card on the pile
- 2 or 3 random card sprites would not delete on slap
- Card sprites would wait until the first card of a new game is played to get deleted
- Reaction timer would not decrement properly in countdown, locking the game
- Having 2 cards on the pile and checking for sandwich would throw an error
- Attempting to test without choosing difficulty would not work
- Play again button would not disappear after being selected