**Group 22 – Connect Four**

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**Justin Greene**

**Bugs & Enhancements**

**Date Submitted:**

**Bugs Detected**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **ID** | **Bug Short Title** | **Priority (1-3)** | **Date Found** | **Reported By** |
| **B01** | **Image file not source** | **1** | **4/3/16** | **Dasha** |
| Description | Image file was not designated a source folder – thus project would not build and run | | | |
| Desired Operation | Project builds and runs | | | |
| Cause | Image file was not designate a source folder | | | |
| Proposed Fix | Designate image file as a source folder | | | |
|  |  | | | |
| **B02** | **Tie condition freezes game** | **1** | **4/25/16** | **Justin** |
| Description | If the game end in a tie – the game throws a null pointer exception and stops execution | | | |
| Desired Operation | The game should announce the tie and give the option of play again or go to the main menu. | | | |
| Cause | Methods were called in the wrong order in the turnup() method of GamePanel.Java | | | |
| Proposed Fix | Place the method calls in the correct order – thus we won’t encounter a null pointer event. | | | |
|  |  | | | |
| **B03** | **Game panel switched to GameOverPanel too fast** | **2** | **4/26/16** | **Hieu** |
| Description | The game play panel transitioned to the game-over panel as soon as a win condition was detected | | | |
| Desired Operation | The game play panel continues to display the board for five more seconds, and then transitions to game-over panel | | | |
| Cause | The thread was executed too quickly in this transitional phase of the task | | | |
| Proposed Fix | Add some sleep time (5000 milliseconds) to current thread | | | |
|  |  |  |  |  |

**Enhancements Proposed**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **ID** | **Enhancement Short Title** | **Priority (1-3)** | **Date Reported** | **Reported By** |
| **E01** | **Pause after winning or tie** | **3** | **4/26/16** | **Hieu** |
| Description | The game goes to the game over panel too quickly after a win or tie condition is reached | | | |
| Desired Operation | The game should pause before going to the game over screen giving the players time to see the board. | | | |
| Cause | The original code did not account for this delay. | | | |
| Proposed Fix | Add a delay of 5 seconds by calling Thread.sleep(5000), where 5000 is 5000 milliseconds, or 5 seconds. | | | |
|  |  | | | |
| **E02** | **Identify four winning pieces** | **3** | **4/27/16** | **Dasha** |
| Description | The game does not clearly identify the four connected pieces | | | |
| Desired Operation | The game should highlight the 4 connected pieces that led to the winning condition | | | |
| Cause | The original code did not account for this feature | | | |
| Proposed Fix | Highlight the winning pieces. Currently the code does not support explicitly storing the winning pieces – the functionality will need to be added. May not be manageable due to time constraints. | | | |
|  |  | | | |
| **E03** |  |  |  |  |
| Description |  | | | |
| Desired Operation |  | | | |
| Cause |  | | | |
| Proposed Fix |  | | | |
|  |  |  |  |  |

**Fixes (Bugs and Enhancements) Targeted For Implementation**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **ID** | **Short Title** | **Priority (1-3)** | **Implementation Complete Date** | **Assigned To** | **System Test Date** |
| **B01** | **Image file not source** | **1** | **4/3/16** | **Dasha** | **4/3/16** |
| **B02** | **Tie condition freezes game** | **1** | **4/27/16** | **Justin** | **4/27/16** |
| **E01** | **Pause after winning or tie** | **3** | **4/27/16** | **Justin** | **4/27/16** |
| **E02** | **Identify four winning pieces** | **3** | Under review | Dasha |  |