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| Summary | Description | What should happen | How to reproduce | Possible Fixes |
|  |  |  |  |  |
| Building on right outside screen | The building on far right is outside of view | There should be no buildings on the far right. | N/A | Change the CANVAS\_WIDTH to a higher value.  E.g. 1200 |
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| Cannot drop bomb | Cannot drop bomb if you miss it previously | Even if you miss, you should be able to reload and drop again | Drop a bomb between two buildings. | Add if statement to the check\_bomb function. |
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| Cannot drop bomb at start right | Cannot drop the bomb at the right of canvas | You should be able to drop the bomb at the far right of the canvas | Drop a bomb at the very right of the canvas | Change the plane width to 30-40 |
|  |  |  |  |  |
| Buildings do not shrink properly | Buildings didn’t shrink after landing on the same building again | Building should shrink if the bomb touches the building | Drop one bomb on a specific building and then drop another bomb on that same building | In the building class, check the shrink class for possible errors and amend it. |
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| Plane does not land | Plane doesn’t land after all buildings are destroyed. | Plane should land and it should say. “SUCCESS!” | Destroy all buildings and wait. | Add an if statement in the check\_plane method. |

**Bug Report – Bomber Game - Dinesh**