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| --- | --- | --- | --- | --- |
| Summary | Description | What should happen | How to reproduce | Possible Fixes |
|  |  |  |  |  |
| The keys are mixed up. | A – Left  S – Up  D – Down  F - Right | W – Up  S – Down  A – Left  D - Right | Run the vanilla code and press W, S, A, D | Change the keys in the key class in the fr\_controller.py file |
|  |  |  |  |  |
| Die when jump on frog | Player dies when they jump onto the turtle | The player should not die, they should stay on the turtle as it moves. | Jump onto a turtle. | Spelling error on line 371 in fr\_model.py.  “on\_log” is spelt “on\_long” |
|  |  |  |  |  |
| If died does not reset | If frog died it does not reset position. | If frog died the frog should be respawn from the starting position. | Drop the frog into the river. | Add self.frog.reset\_position()  in fr\_model.py under Model class in died method. Line 305 |
|  |  |  |  |  |
| Cannot get into first home | Cannot get into the home on the far left. If attempted the frog dies. | It should allow the frog into the home and move on. | Try to get the frog into the far left home. i.e. the first home from the left | Add if statement in fr\_model.py in Model class in create\_homes method.  *the left-hand home has centre position of spacing/2 (green to*  *the left of the home) + GRID\_SIZE/2 (to get the centre of the grid square)* |
|  |  |  |  |  |
| Game continues if time finished. | The game still continues if the timer has finished. | If the timer has finished and at least one home is empty, then it should be game over | Do not do anything. Wait until the timer runs out | Put an if statement in the TimeView and keep checking it in View class under update method. |

**Bug Report – Frogger Game - Dinesh**