Phase 2
Defect Log (Black-box Testing)
Team 21

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Defect No.	Defect Description	Defect Severity	Test Case No. or Description
1	Logout Button doesn't work	1	3
2	Settings button flipped/mislabeled as Statistics	2	4, 5, 6, 7, 8, 9
3	Statistics button flipped/mislabeled as Settings	2	4, 5, 6, 7, 8, 9
4	Dark mode theme doesn't persist after a game ends	3	4, then play through a game and when you return home dark mode is disabled
5	Timer not in the correct format	3	6, Format specified as 0:00 but only shows seconds
6	Game exits full screen when you select new game	2	7, Fullscreen deactivates when you click New Game
7	No "Exit Fullscreen" option in settings	3	8
8	Attacking on a square doesn't fill the correct square	2	11, 12, 13, 14, 15, 16
9	Hitting on a square doesn't fill correct color	3	11, 14
10	Missing on a square doesn't fill correct color	3	13, 16
11	No option to play in a 15 x 15 grid	2	22
12	No option to play in a 20 x 20 grid	2	23
13	Diagonal Ship placement is allowed on New Game page	2	36, 60
14	Potential to have broken block placement. That prevents progress.	1	36, If you place a block N-1 or fewer lengths away from the edge of the board. N is the length of the ship. And place the next block in the direction of the edge. You cannot place all the blocks down and have to restart.

15	Inconsistent invalid block placement notification.	3	36, Clicking on an invalid block while placing your ship will sometimes give a popup notification telling you it is invalid.
16	The incorrect number of spaces is specified for the battleship.	2	59
17	Ships can be placed on top of each other.	2	36, 61
18	The correct winner is not shown	2	26, 27, 28, 39
19	The player types end with an extra comma after the last one.	3	26, 27, 28, 40
20	The hit and miss percentages do not add up to 1.	3	26, 27, 28, 41
21	The hit and miss percentages are not formatted correctly	3	26, 27, 28, 41
22	The hit percentage is incorrectly set to the miss percentage.	3	26, 27, 28, 41
23	The time is not formatted correctly. Not broken up correctly with decimals and truncated.	3	26, 27, 28, 42
24	The number of turns is not set correctly	3	26, 27, 28, 44
25	There is no ability to set custom settings for a user	2	45
26	There is no ability to save custom settings for a user	2	46
27	Diagonal ship placement can lead to app freezing/prevent game from starting.	1	60, When placing ships in a diagonal manner, the game will not start.
28	When you start a begin a game with overlapping ships, the game does not start properly, and you cannot see your ships or make a move.	2	61, When placing ships, place one of your ships so that at least one square overlaps with another ship.
29	Game doesn't correctly start with 1, 2, or 3 opponents. Regardless of choice, the player will face 2 opponents.	2	47, 49

30	Forward always moves north / west. And Backwards always moves south / east, not following the color indicators	2	17, 18
31	Ships have unpredictable behavior after making invalid moves (into walls or other ships), sometimes you need to 'undo' all the invalid moves to move again, sometimes they remain stuck even after moving other ship	2	19
32	Enemies don't fire / take action when using your turn to move ships	2	17, 18, 19
33	You can 'store' moves. if you make a move on an empty square, you can then move a ship and it will move 1 + the number of invalid moves on empty squares you made	2	20, 21, click on an empty square and move forward, click on a ship and move forward
34	Hit indicator disappears after trying to move a hit ship	3	20, 21
35	Can start a game without filling in player name or victory message	3	34
36	The game doesn't tell you when one opponent is defeated, only that you won after defeating the last opponent	2	54
37	View Opponents Grid feature missing	2	55
38	Create Strategy feature missing	2	56
39	No Quit Game button with yes/no confirmation	3	57
40	No View Results feature after game end	2	58
41	You are supposed to place ship sections in a line in only one direction, but allowed to do otherwise when the ship is horizontal. If you start to place a ship from left to right, then place the remaining sections from right to left (and vice versa), the game will not start when pressing "Begin Game".	2	35, 60. In ship placement, place ships horizontally. Place ship pieces at either end of the ship as it's being placed.