Against The Swarm

BuzzHive Games

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Working Prototype Known Problem Report

1. When the player has no fighters, the engage button can still be enabled which allows the player to continue fighting without any fighters. This is triggered whenever all fighters have died. The problem is located at where the engage button is inserted in index.html. We did not write a conditional that would make the button inactive if the fighters array held nothing.
2. Not all followers can be unlocked. Followers must be unlocked with technologies. Not all of the technologies have been implemented yet. To fix this, we would create the appropriate technology objects in the game’s technology array.
3. The amount of fighters which is stored as a variable does not always store the correct amount. We have the amounts duplicated in two places (the fighter objects for fighter.js and the fighters variable in followers.js) and are failing to keep them in sync. We could write a function to count the number of non-magic-user fighters in the fighters array, instead of keeping track of it in a variable.
4. The game does not look good in all resolutions. If the screen is not the same resolution as the computer we were testing on, the objects would overlap or be disoriented. The reason for the error is the css that controls the design. Many items are made based on pixels not based on percentage of screen size. The fix is more than just changing css because percentage will cause bugs for the resource counter. A reasonable fix will be to rewrite the way we divided the contents.
5. Depending on the size of the screen, the text on the resolution bar is too long on the resource bar. This would display the text below the box we wanted it to sit in. The problem lies in the resource class in the css file. Because the width is based on percent, the length can become shorter than the word. A fix would be the make width constant or let the width be auto.
6. Depending on the scaling of the website, the action buttons would be impossible to clicked. This is triggered when the websites gets small enough to allow for the resource bar to hover over the action buttons. Because of this, the class for the resource bar will overlap the action bar class. The reason is because we set the z-index for the resource to 2. This problem will lie in the action\_buttons class in the css file and the change would be to add a z-index to the action\_buttons. We did not change it this way because this would mean the action bar will cover the resources.
7. If you have no more fighters and the monsters reach your town, you will still go into battle. Our detection for enemies reaching towns does not consider the amount of fighters the player has. This occurs in the js code in index.html. A fix would be to automatically destroy the town and move on if there are no fighters.
8. A monster can be healed when a fighter attacks it. This happens when the monster armor is higher than the fighter attack. Our attack function subtracts fighter attack from monster armor. If monster armor is higher, the eventual damage is negative so the monster heals. A fix would be to make a conditional that detects such case and makes the damage zero instead.
9. Killing all monsters in siege mode does not do anything. If the whole wave is killed, the player is stuck in the town and their only option is to disengage and lose the town or continue killing the waves. We do not have a fix because we have not thought about what would happen in this case.
10. When resizing the screen during a battle, the UI will glitch. This will happen when the screen is being shrunk during a battle. This happens because our battle shifts the screen according the the current width of the window. If the window size changes, our game does not register that and still remains still, staying too far right. A fix would be to keep track of window width and change amount shifted depending on screen width.
11. Tooltip is in wrong position when window is resized. The fault is located in variables that are used in setting the position of the tooltip. If we use functions that get current width and height of the screen dynamically instead of static values, we should be able to remove this issue.
12. The game does not show the charge the mage is currently holding. It was deleted somewhere along the development phase. Fixing it would be to add a charge count next to the mage’s health.
13. After retreating to a new world, if you fight your way to an invasion progress of 0, instead of a boss appearing, the game crashes. This is likely due to us trying to reference the -1th town in the games town array.
14. Magic users do an “undefined“ amount of damage to enemies, giving them a helth of “NaN”. The solution is to change the line in the “multifight” function that references the wrong variable for attack damage.