Test Report

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| **Test** | **Expected Result** | **Result** |
| 1 Player already in team and a player joins the room |  | Player that is already in the team isn’t in his spot and the Team count is 0 |
| **Possible Solution** | | |
| * Need to call an RPC Buffer * Team Count needs to be synced through RPC | | |
| **Actual Solution** | | |
| * RPC Buffer was needed for MoveCard() Function * Put variable inside of the OnPhotonSerializationView() PUN Fucntion | | |

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| **Test** | **Expected Result** | **Result** |
| 3 Players in a room, there are 2 players already in a room. 3rd Player joins, then 1st and 2nd Player Leave the Room | Player 3 should be able to join since the team slots are free | In the Console I can see that the Team Count is 0 but when I press the button to join the team it takes while for me to join the team. |
| **Possible Solution** | | |
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| **Actual Solution** | | |
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## Problems Found

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| **Problems** | **Reasons** |
| Got DisconnectMessage. Code: -11 Msg: "SendBufferFull". Debug Info: {} | I Got this error when all 4 players were in the lobby, it seems this appeared because I had too much in the buffer |
| **Possible Solutions** | |
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