TUG OF WORDS

Seeded Defects

Defect Number	Defect	Output Before Seeding	Output After Seeding	Suggested Corrections	Severity
1	Reload to manually start game in a public lobby	Timer counts down from 1:00 before game starts	Start Game button appears for user who refreshes the page	Don't render the page if the lobby id doesn't exist in firebase	2
2	Average typing speed does not stop being calculated once the game ends	Final average WPM is displayed	Average WPM continues to be calculated until it reaches zero	Stop the WPM calculation after the game ends.	1
3	Game winner is always the losing team	The team with the most points is listed as the winner	The losing team is always declared as the winner	Change if statement operator from !== to ===	1
4	Game starts with nonzero score for Team 1	Both Team 1 starts with a score of 0.	Team 1 starts with a score of 2.	Change the initial scores for Team 1 when you create a lobby to 0.	1
5	In private lobbies, if you choose to join Team 1, you will be placed on Team 2.	When clicking the join team button, you'll be placed on the picked team. You may leave and join another team.	When you attempt to join team 1, you are placed on team 2. When you attempt to join team 2, you are placed on team 1.	Put 1 and 2 as respective parameters in the joinTeam functions.	1

6	Words that are typed incorrectly are considered correct, and correctly typed words are incorrect.	Typing a word correctly increases a score by one point, and incorrectly typing a word decreases score by one point.	Typing a word correctly decreases the score, and vice versa for incorrect words.	Change !== to === in verify word function.	1
7	Points increase by 2 instead of 1 when typing a word correctly	Typing a word correctly increases the score by 1	Typing a word correctly increases the score by 2	Change 2 to 1 in server add point code	1
8	When creating a private game, the dialog box to confirm cancels request upon confirming the request	Click create private lobby, and click yes, and the lobby is created. If you click no, the lobby is not created and you stay on the main menu.	When clicking yes, you remain on the main menu, and you click no to confirm the game.	Change handleConfirm and handleCancel in client code for html rendering.	1
9	When you get a word incorrect, the word will flash green instead of red.	When you get a word incorrect, the word will flash red instead of green.	When you get a word incorrect, the word will flash green instead of red.	Switch the assigned colors for getting a word correct and incorrect.	1
10	When you get a word correct, the word will flash red instead of green.	When you get a word correct, the word will flash green instead of red.	When you get a word correct, the word will flash red instead of green.	Switch the assigned colors for getting a word correct and incorrect.	1
11	In private lobbies, if you	When clicking the join team	When you attempt to join	Put 1 and 2 as	1

	choose to join Team 2, you will be placed on Team 1.	button, you will be placed on the picked team. You may leave and join another team as well.	team 2, you are placed on team 1 and cannot leave.	respective parameters in the joinTeam functions.	
12	Game starts with nonzero score for Team 2	Both Team 2 starts with a score of 0.	Team 1 starts with a score of 3.	Change the initial scores for Team 2 when you create a lobby to 0.	1
13	Game starts in public lobby before countdown timer reaches 0.	Game starts in public lobby when countdown timer reaches 0.	Game starts in public lobby before countdown timer reaches 0.	Let lobby emit "start game" socket event when counter reaches 0.	2
14	Public lobby countdown timer starts at 10 instead of 60 seconds.	Public lobby countdown timer starts at 60 seconds.	Public lobby countdown timer starts at a negative value.	Change initial countdown value to a positive value.	2
15	Public lobby countdown timer counts upwards instead of downwards.	Public lobby countdown timer counts the seconds down until the game starts.	Public lobby countdown timer counts the seconds upwards until the game starts.	Change the difference manipulation method for the countdown timer to make the number of seconds remaining before the game starts count downwards	2

				instead of upwards.	
16	Countdown timer will read "Starting Game…" in the middle of the countdown without actually starting the game.	Countdown timer should display 'Starting Game' when the timer reaches zero, and the game should begin.	Countdown timer displays 'Starting Game' at zero, but the game does not start and the timer continues changing.	Only display 'Starting Game' when game start function call is activated.	1
17	"Share Link!" button displays the lobby ID instead of the URL.	"Share Link!" displays the entire URL including the lobby ID	"Share Link!" displays only the lobby ID	Display "tugofwords.herokuapp.com" to the lobby ID or use windows.location.href	1
18	Joining team 1 disables the join team button for team 2 instead of team 1	Joining team 1 disables the join team button for team 1	Joining team 1 disables the join team button for team 2	Disable boolean should be compared to team that the join team button is for	1
19	Joining team 2 disables the join team button for team 1 instead of team 2	Joining team 2 disables the join team button for team 2	Joining team 2 disables the join team button for team 1	Disable boolean should be compared to team that the join team button is for	1
20	Words per minute doesn't take incorrect words into account	Words per minute is lower if the user types a lot of incorrect words	Words per minute is the same regardless	Add an incorrect words factor to the WPM update function	1

21	Input field does not clear when a submit key is pressed	Input field become blank after submit	The input field stays the same after submit	Add a change input field function to an empty string	1
22	Username is saved as URL safe string	Username displays whitespace	Username displays escaped characters	Remove encode URI call from username update method on client	1
23	No random words are generated	Random words are displayed on the in-game screen	The same word with a random punctuation is displayed on the in-game screen	Update the api call to generate random words and remove testing word constant	3
24	Main Menu reset button does nothing	Username is cleared and is brought up to the main menu screen	Nothing happens when reset button is clicked	Add onClick handler to the reset button	2
25	The team 1 leaderboard sorts in ascending order instead of descending order.	The team scores are listed in descending order.	Team 1 scores are listed in ascending order.	Change the parameter order for the sorting call in game client.	1