Black-Box Testing Defects Log
Testing Conducted by Team 5

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The last column of the following table will either correspond to a test case number from our test plan document, or a simple description of the test case that was carried out to trigger the effect of a defect.

Defects Log:

Defect No.	Defect Description	Defect Severity	Test Case No. or Description
1	Pressing "Tic Tac Toe" opens up Hangman	Important	015
2	Press "Tic Tac Toe" and then "Singleplayer". This opens options to begin a Multiplayer game.	Important	004
3	Press "Tic Tac Toe" and then "Singleplayer" opens up the multiplayer menu. At this point, the "join" button attempts to host a game.	Workaround	005
4	Press "Tic Tac Toe" and then "Singleplayer" opens up the multiplayer menu. At this point, the "host" button attempts to join a game.	Workaround	005
5	Press "Tic Tac Toe" and then "Multiplayer". This opens up a Singleplayer game, which is incorrect.	Important	007
6	Play a game of Tic Tac Toe to completion against the AI and lose. The score does not decrease to -1.	Workaround	009
7	Play a game of Hangman to completion against the AI and press "Play Again". Instead of playing Hangman again, it will play Tic Tac Toe.	Workaround	After guessing the correct word in hangman, you will be displayed an option to "Play Again". Pressing this button will launch Tic Tac Toe.
8	Pressing "Hangman" opens up Tic	Important	016

	Tac Toe		
9	Enter a game of Connect 4 and begin playing. Every coin you input goes in one to the right of where you want it to.	Important	In game testing of Connect 4 showed us that the coin goes into the spot one to the right of where you placed it.
10	Enter a game of Connect 4 against the AI. The AI cannot win the game, which should not happen.	Workaround	009
11	Enter a game of Connect 4 against the AI. After several rounds of the game, the red coin stops showing up.	Critical	Stress testing for in-game activities, done with the purpose of finding bugs that don't always happen
12	Enter a game of Connect 4 against the AI. In the middle of the game, it will say "RED WON" before red actually wins.	Critical	In game testing of Connect 4 on single player mode revealed this bug.
13	Enter, begin, and then forfeit a game of Connect 4 before it concludes. Your score increases when it should not.	Workaround	017
14	Open up the main screen. There are two "Hangman" buttons when there should only be one.	Workaround	010
15	Open up the main screen. Pressing the second Hangman button does nothing.	Workaround	010
16	Successfully join and complete a multiplayer game of tic tac toe. Your personal score does not update at the end of this process.	Important	009
17	Join a multiplayer game of hangman. Regardless of the outcome of the game, the winner is assigned randomly.	Important	In game stress testing of Hangman in multiplayer mode revealed this bug over the course of a few rounds.
18	Enter a game of tic tac toe. Randomly in the middle of the game,	Critical	In-game testing for tic tac toe easily reveals this error

	an "A" gets inputted instead of an X or an O.		as the game is played through
19	Complete any game and press "restart game". The game crashes.	Important	When given the restart game option (not play again) during in game testing for any type of game, we found that the app kept crashing.
20	Enter a game of Tic Tac Toe against the AI. If you start the game as "X", you end the game as "O", which is incorrect.	Critical	In game testing for tic tac toe showed us that our 'letter' (X or O) is not the same when we end the game. X turns into O
21	Play a singleplayer game of Hangman. Sometimes, adding an incorrect letter does not add a body part to the game.	Critical	In game testing for hangman showed us that body parts did not always get added to the man as letters were guessed.
22	Play a singleplayer game of Hangman and lose. The resulting pop-up box says that you won, which is wrong.	Workaround	End game testing for hangman showed us that if you lose a game, it will say you won
23	Occasionally, when playing a game of Hangman, the placeholder icons for letters in a word do not show up.	Important	In game testing for hangman showed us that the the letters that have guessed correctly disappear from time to time.
24	Play a singleplayer game of hangman and win. You will lose a point, which is wrong, and the pop-up says that you lose.	Workaround	End game testing for hangman showed us that if you win a game, it will say you lose
25	Enter a game of hangman. Rotate the screen to landscape and rotate it back to portrait. The game of hangman restarts, which is incorrect.	Critical	In game testing for hangman showed us that when we accidentally rotated the screen, we found the hangman game resets
26	Enter a game of tic tac toe. If you rotate the screen and rotate it back to	Critical	In game testing for tic toe showed us that when we

	portrait, it removes some (but not all) entries from the board, and you can place your next move wherever you want, even if there was an entry there before.		accidentally rotated the screen, we found placements kept disappearing