

## 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  |

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|    | 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   | Need a Description?  |

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|    | an "A" gets inputted instead of an X or an O.   |            |   |
| 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  |

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|  | 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 |
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