Intentional bugs <ACME-BATTLE> <1.0>

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Notes		

Effectiveness

The tester team has found 7 from the 11 intentional bugs that were in out project. The eficiency is 63.636%

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For every use case in which you have included an intentional bug, add a page with the following structure.

UC01 - Register to the System

Description

We have done that you can write any type of string as email, so there's no pattern for that area.

Results

They have found it: "Missing @Email annotation in domain.".

UC 31 - Create/Edit a Troop.

Description

We have done that you can create and edit troops with an attack in negative points. So you can introduce a '-5' as a valid value.

Results

They couldn't check it because they said there were some problems. It might be because they tried into a final recruiter instead of a non-final as we said in the UC31.

UC 43 - Create messages in chat of organization

Description

We have done that the result of the content of the chatty is not going to be saved as the form. We made that in the view we are gonna show 'Hola' instead of \${chatty.content}

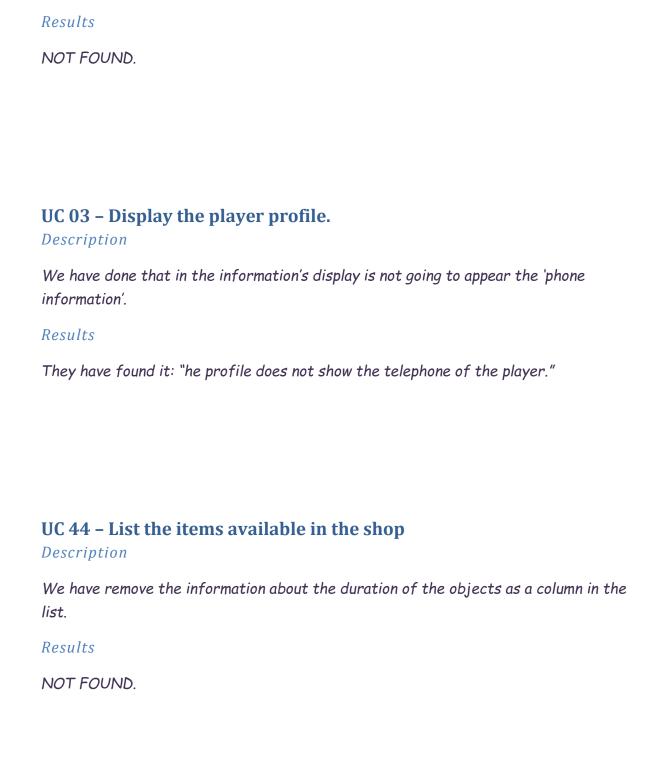
Results

-If you write a message in chat, them the chat only show the text "Hola", not the text of message. Messages appears in the top. With hacking POST, date and invitation id can be changed.

Additional Tests - The messages in correct Languages.

Description

We have done that in the main menu we will display "BATTLE" in Spanish and in English.



UC 24 - Create a Faction in the game.

Description

We have done that you can write scripts in the attribute 'name' of the Faction form.

Results

NOT FOUND

UC28 - Create/Edit Building

Description

We have done that you can create and edit buildings with a negative time to construct.

Results

ERROR: I was able to create a building with a negative time to construct. Also, no error message was displayed. It has been found.

UCXX - List of Reports

Description

We have interchanged the links of the list 'view' and 'See Updates'.

Results

Found it:

- When it is accessed for the first time, the "See" and "see updates" buttons are interchanged and the first one does not show one of the "See updates" buttons, when the tab is changed to another type and selected, in this case, "Resolved", the table comes back out well and its buttons in order. But as soon as you access any of the links in the table, and it goes back, the buttons come back out inverted.

UC 11 - Modify values of Standard Configuration.

Description

We have done that you can introduce negative values to the Base Materials Configuration.

Results

In the fields that aren't obligatory, if I put "-30", it accepts the number perfectly, I suppose that although these aren't obligatory, they also must be considered that they are positive, not negative values.