

# 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 our project. The efficiency is 63.636%

## Table of contents

UC01 – Register to the System .....	3
UC 31 – Create/Edit a Troop. ....	3
UC 43 – Create messages in chat of organization.....	3
Additional Tests – The messages in correct Languages.....	3
UC 03 – Display the player profile.....	4
UC 44 – List the items available in the shop .....	4
UC 24 – Create a Faction in the game.....	4
UC28 – Create/Edit Building .....	5
UCXX – List of Reports.....	5
UC 11 – Modify values of Standard Configuration. ....	5

*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, then 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.*

### *Results*

NOT FOUND.

## **UC 03 – Display the player profile.**

### *Description*

*We have done that in the information's display is not going to appear the 'phone information'.*

### *Results*

*They have found it: "he profile does not show the telephone of the player."*

## **UC 44 – List the items available in the shop**

### *Description*

*We have remove the information about the duration of the objects as a column in the list.*

### *Results*

NOT FOUND.

## **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.*