Defect logs

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| Defect No. | Defect | Output Before Seeding | Output After Seeding | Suggested Correction | Severity | SEEDED |
| 1 | When a user shoots the balls, all balls shot in one | when a user shoots balls it should shoot continuously | when a user shoots balls it shoots in one | give some delay when user shoots the balls | 2 | DONE |
| 2 | When a user clicks the Facebook login button, it returned an error | A user should be able to log in by entering the facebook login button | After User accepted app to facebook, the error message returned and login not proceeded | Check the version of the authentication library version. | 1 | DONE |
| 3 | In classic mode, the game ends even though the blocks do not touch the ground | The game would end when a block touches the ground | The game ends much before the blocks reach the ground | Correct the function which decides when the game has ended | 2 | DONE |
| 4 | In the timed mode, the game ends only when the time runs out and not when a block touches the ground | The game would end when the time runs out or when a block touches the ground | The user can continue playing the timed mode even if a block touches the ground until the time runs out | Correct the function which decides when the game has ended | 2 | Done |
| 5 | When a user logs in, the log out button should come out on all screens except the home screen | a user should be able to see the log out button at the nav bar in any page | a user is not able to see the log out button in classic game mode | check the statement that checks authentication of a current user | 2 | Done |
| 6 | When a user log out, log in and sign buttons should appear in the nav bar. | a user should be able to see a log in button at the nav bar in any page | a user sees log out button instead of log-in button in classic mode | check the statement that checks current user authentication | 2 | Done |
| 7 | The ball should never get stuck. | The ball always returns to the bottom of the screen. | Sometimes the ball gets stuck at the top of the screen. | Check if the ball has the same yIndex for multiple frames in a row and if it does, give it a negative y velocity. | 1 | DONE |
| 8 | Password could include space | Password does not allow the space as characters | User create a password with space | scan the password to check if contains a space. Use alert to show a warning message | 3 | Done |
| 9 | There is no warning message when user try to create a new account with existing email | the website should prompt a warning message when user try to create an account using the existing email | user get no information about the failure of register | prompt a warning message to user when fail to create the account | 3 | Done |
| 10 | Success when user inputs nothing for username but click the sign up button | the website does nothing but prompts a warning message | save the user information to database and prompt “sign up successfully” | check the length of user input | 1 | Done |
| 11 | User can not see their score on the leaderboard if they are not within the top 100 scorers. | Username should appear at bottom of leaderboard table if their high score is not within the top 100 scores. | Username does not appear at bottom of leaderboard table if their high score is not within the top 100 scores. | Store a keep track of a boolean representing whether or not a score obtained by the current user is in the top 100 scores. Display the user’s score at the bottom of the table, if the boolean is false. | 2 | DONE |
| 12 | The profile page should not show up if a user is not logged in. | The profile page shows up even when a user is not logged in. | The profile page should not appear if the user has not yet logged in. | Initially, don’t show the profile page, but show it if auth.currentUser is not null. | 2 | DONE |
| 13 | Music should start playing when the game starts. | Music doesn’t always start playing when the game is started. | Music does not play due to an error. | Instead of calling music.play() on page load, need to call music.play() after the user has provided an input. | 2 | DONE |
| 14 | Sound effects should play whenever the ball hits a surface or destroys a brick | Popping sound effect is played every time a ball hits a surface or destroys a brick. | Popping sound effect only plays when the ball hits a wall or destroys a block (not when it hits a block). | Need to play a pop in the else condition of the statement when checking if a block was destroyed. | 3 | DONE |
| 15 | Users should be able to update their password. | User can update their password from the profile page. | Even if a user updates their password, they still have to login with their old password. | Make sure the update password button is calling the correct function. | 2 | DONE |
| 16 | Users should be able to view their unlocked achievements. | User can view the achievements page under the profile section and see their earned achievements. | There is no achievements page within the profile section. | Add a section within the profile section that shows the user’s unlocked achievements | 2 | DONE |
| 17 | Leaderboard does not order the rows by score | Leaderboard should show users ranks from high to low score. | Leaderboard shows scores in random order. | Check if users are sorted before it renders the leaderboard | 2 | DONE |
| 18 | Hitting side of brick with the balls, the balls go through the bricks. | Balls bounce off the bricks. | Balls go through bricks. | Fix the condition where the ball hits the bricks. | 2 | DONE |
| 19 | When a user clicks a submit button in bug report page, users should notice that report has been submitted | User get alert that bug report has been submitted | User does not get alert it is submitted | Check if submit function is work when submit button is clicked | 2 | DONE |
| 20 | On time mode, if the balls is shot when the bricks generate, the bricks ignore collision with the balls. | The game functions without any defects. | Rarely when the user shoot the ball, the ball ignores collision with the bricks. | Find where and what causes this bug and fix it. | 1 | DONE |
| 21 | In timed mode, when the ball generate, if the ball is still moving, the new blocks will generate over the balls. | The game functions without any defects. | When the new bricks generate over the balls, the balls, the balls stuck between bricks. Giving advantage to the user. | Change the generating new blocks. | 2 | DONE |
| 22 | In every game mode, the game does not end when the bricks hit the bottom of the screen. | The game should end when the bricks hit bottom of the game screen. | The game does not end when the bricks hit bottom of the game screen. | Fix the end game statement. | 1 | DONE |
| 23 | Hitting side of brick with the balls, the balls bounce in a wrong direction. | Balls bounce off the bricks. | If the ball hit the side of the bricks, the ball bounce down. | Fix the condition where the ball hits the bricks. | 2 | DONE |
| 24 | On item mode, sometimes if the bricks are broken by the bomb item, the bricks do not break. | When the user hit the bomb item and it breaks the bricks or bricks count goes down. | When the bomb break the bricks, sometimes the bricks count goes down to negative and never be destroyed. | Check when the bomb item breaks the bricks. | 1 | DONE |
| 25 | The user’s selected ball color should show up even after the user refreshes the page. | If a user has chosen a custom ball color, the ball should stay that color even when refreshing the page. | If a user has chosen a custom ball color, the ball turns back to black when refreshing the page. | When initializing the game, check what the user’s selected ball color is before drawing the ball. | 2 | DONE |