# Review

#### Functional requirements we missed and why

We didn’t implement monster ageing and server to server communication as we ran out of time. We lost some of our time due to the university network as it went down several times, which hindered our progress although we knew about the risks associated with networks and how these can affect projects in the real world we felt that if the university network had not gone down we may have implemented one or both of these requirements.

#### What bugs still exist/missing features

* You can input html tags and JavaScript into the input box which changes your monster name.
* The results page doesn’t automatically refresh when you click ok.
* Doesn’t work/look the same cross browser. E.g.
  + JavaScript doesn’t work on Firefox.
  + Internet explorer doesn’t show background on log in page.
* If you log in somewhere else your user name and money display disappears.
* When you go to battle and click view friends, the list moves below your monster list instead of staying to the right if it.
* If you have many notifications and click view, it takes you to the results page, here you can click ok on all the results but when you go back to notifications they are still there except there first one you clicked on. If you press the rest they take you to the results page but there is nothing there because you have already clicked ok from the results page.