

Trivial

Defect log

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Defect No.	Description	Severity	Test case No.
1	The label on the “join game” button is wrong, it goes to create game.	2	Main lobby 02 “Join game”
2	The label on the “create game” button is wrong, it goes to join game.	2	Main lobby 03 “Create game”
3	Timing for each round is off by 10 seconds and ends at -10 second	1	Trivia main 01 “Timer”
4	Selector for questions per round is broken, cannot make any adjustments	1	Trivia setting 03 “Question per round”
5	Selector for amount of rounds is broken, cannot make any adjustments except setting it to 1 or 5	1	Trivia setting 04 “No. rounds”
6	When a player is not ready, a game can still start	1	Trivia lobby 02 “Ready” + Trivia lobby 03 “Unready” + Trivia lobby 07 “Start game”
7	Kick player only kicks myself	1	Trivia lobby 08 “Kick player”
8	Group chat has no sense of group	1	Trivia lobby 09

	whatsoever, anybody in the game can see everybody's chat content in group chat		"Group chat"
9	Timer resets when user enters "direct message" and goes back to the game while playing the game, which cause the timer to give out wrong number	1	Main lobby 01 "Direct message" + Trivia lobby 07 "Start game"+ Trivia main 05 "Directed message"
10	Message does not follow the instructions: at most 255 characters. Messages exceeding 255 characters can also be send	2	Trivia lobby 06 "Send message"
11	Nickname for a game cannot be any characters except letters.	2	Trivia setting E01a, b, c "nickname"
12	The length of nickname for both Trivia and Ad-lib can be seventeen in the input field.	2	Trivia & Ad-lib Setting "nickname"
13	Users who are not host could also start the game	2	Trivia Lobby "Start Game"
14	User could still join the game when the number of maximum player exceeds the limit . For example, if Player A creates a game and set the maximum number of players to 1. Player B could still use the same access code and host will now become Player B. Player A will can still keep playing, but Player A will play as the newest player in the lobby.	1	Trivia & Ad-lib Lobby " Player/Host"

15	Player cannot end the game when the countdown starts		
16	In Trivia, Player loses score regardless of the correctness of the answer she submits.	1	Trivia main 08 “Scoring”
17	The text on the button “unready” doesn’t change when you press it. It is supposed to switch from “unready” to “ready up”.	2	Trivia lobby 03 “Unready”
18	Directed messages sent at the lobby doesn’t appear correctly in the corresponding player’s “directed message” tab	2	Main lobby 01 “Direct message”
19	Host and guest both have the right to kick	2	Trivia lobby 08 “Kick player”
20	When players try to join a lobby that is full, they will join the lobby later when the player limit is lifted. This also causes the software to behave unexpectedly when multiple players do so for multiple times. (Probably the same bug as #14)	1	Trivia setting 02 “Player count”
21	The length of the username could be more than 16 when a player joins a game (maximum 25)	2	Trivia Join Game “ username”
22	A player can still join a game if the host already ended the game	1	Trivia & Ad-lib Join Game “Enter Game Code”
23	If you set 1 question per round each time you entering the game, it will change to 2 questions per round.	1	Trivia setting 04 “No. rounds”

24	After pressing the “change name” button, your new name can contain special characters, which your original name can not contain.	1	Trivia lobby 05 “Change name”
25	Same google account name could join one game more than once.	1	