

Tower Dream
Black Box Testing
Team16

Defect Number	Defect Description	Severity	Test Case Number
1	Attempting to login without registering still works	1	1
2	The password field for logging in is just plain text and doesn't hide the password	2	2
3	While playing the game hitting esc brings up the pause menu, but it doesn't pause the game.	1	9
4	Clicking the quit button in the pause menu does nothing.	1	14
5	In the pause menu, clicking the help button takes you to the help menu, but there is no back button so there is no way to continue the game.	2	11
6	In the level 2 version, the level doesn't display correctly at the top.	2	17
7	In the level 2 version, the enemies left doesn't display correctly at the top.	2	21
8	In the level 2 version,	2	20

	the time doesn't display correctly at the top.		
9	In level 1 the level display in the top right corner says that the level is 0.	3	17
10	In level 2 you can fall off the map and then it doesn't respawn the user or anything.	1	23
11	In level 1 the user can fall off the rear left border of the map.	1	23
12	The explosive spell does no damage.	2	15
13	The spells don't wait for their cool down times before you can use them again.	2	15
14	The user can't build any of the towers.	1	16
15	The user can't sell anything.	2	27
16	The user can't select anything to build.	1	16
17	When playing level 1 roughly every other wave has no mobs spawning in.	2	18
18	Pressing the F key does an ability that should randomly hit enemies, but it hits the same one every time.	2	15

19	In level 1 it doesn't tell you when you win the game.	2	25
20	In level 1 it doesn't tell you when you lose the game.	2	24
21	The user could not damage the boss enemy.	1	28
22	After all of your lives go away the game continues and your lives go into negatives.	1	29
23	You can register with non alphanumeric characters.	2	32
24	You can login without a password.	1	2
25	Can login with nothing in the user and password fields.	1	3
26	In level two and one, a message is sometimes prematurely show that the wave is completed when enemies remain.	2	18
27	With some strategic placing and timing you can obstruct mobs from entering the wall at the back by standing in front of them. Mobs will freeze for a few seconds and hover in place, then eventually readjust.	1	13

28	Clicking on the firespell graphic on any level, instead of using the keyboard will instead do the rune spell.	2	15
29	Clicking on the rune spell will cause the rune spell to activate but the animation of a rune falling will not happen like when you hit the F key. Mob damage animation and damage will work as expected.	2	15
30	Swinging in any direction does damage in all directions	1	19
31	On level 1, blue slime mobs will spawn into each other	3	N/A
32	Walking downwards against the edge of the map in level 1 will shake the map and sometimes slow mobs. This can be seen with the bats as they near the top of the screen and can even push the blue slimes closer together.	2	23