

**Known Bugs Report**  
**Tic Tac Toe Master**  
**TicTacPac**  
**March 12, 2018**

- Denying a friend challenge can prevent a user from accepting or sending any other challenges
  - Action: pressing “deny” after receiving a friend challenge
  - Location: Likely in server logic, denyChallenge() in Client logic not properly removing the room/namespace that was created for the user that denied the challenge
  - Action to Remove: Add more direct logic when denying a challenge that doesn't require the server to have to communicate multiple messages, and rather just immediately remove the room
- Uploading an image that has already been uploaded when creating a new profile occasionally prevents a user from logging in
  - Action: creating an account and uploading an image for a user that is already uploaded
  - Location: in createProfile.js, when a new user is created in Firebase
  - Action to Remove: add in some sort of check to allow duplicate images to load when logging in with an image already used by another user
- In an online game, the line that is drawn on the winning row is sometime drawn on the wrong row on some computers
  - Action: Completing a game online
  - Location: Likely in drawLine() in the games, the incorrect winning row coordinate is being passed to function
  - Action to Remove: Figure out the cases that cause the incorrect row to be passed to this function and add logic to make sure that both players screens agree on which line cause the game to end