

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
- In an online 3D TTT game, the squares sometimes print in coordinates outside of the board
 - Action: Playing a 3D TTT game (usually online)
 - Location: In 3Dtictactoe.js, probably related to the coordinate logic when sheering the normal board to the skewed angle board. Otherwise, there is old server logic in client.js or server.js that is sending old coordinates for pieces to boards
 - Action to Remove: Debug to make sure when playing a game the correct coordinates are set for each piece placed, and each of those pieces are placed in the same area for both online players
- App hangs up occasionally, does not fix itself until several refreshes (or hard refresh)
 - Action: Using the app for an extended period of time on website (loading lots of different tabs/games)
 - Location: Likely in the logic for loading the pages using angular with the website server, either in client.js or server.js
 - Action to Remove: Debug to find specific area that is not getting correct data (using console logs) and from there trace back to make sure the correct data is getting passed to each part. Else, implement refresh logic so that the user does not get hung up or has to manually refresh.

- Occasionally, when placing a piece in a game, the sprite for that piece appears for less than a second on the top left of the screen before moving to the correct square
 - Action: Placing a piece in a game
 - Location: in addSprite() in any game
 - Action to Remove: Find a way to add a sprite with its location and scale already set. Currently, sprites are being added and then having their scale set. We will need to find a way in Phaser to add a sprite with a scale already set before placing it on the screen