

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
- 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, the winning line animation does not complete drawing until the player clicks on the board again in online play
 - Action: Completing an online game
 - Location: in drawWinningLine() in any game
 - Action to Remove: Find out why the animation is pausing until receiving an additional click, since when this error occurs, the console does not display any error message
- Occasionally, the winning screen in 3D tic tac toe draws green squares on all squares, rather than just the winning squares
 - Action: Completing a game of 3D tic tac toe

- Location: in win.js, where the winning squares are drawn
 - Action to Remove: Find out why this happens on rare occasions, since the only time it has occurred no error messages were displayed
- Occasionally, the after completing a game, the incorrect amount of money is displayed in the user's cash
 - Action: Completing a game in any mode
 - Location: in win.js, where the player's in game currency is updated
 - Action to Remove: Keep more close track of what specific conditions cause this to happen and the logic that causes it to happen in the code.