WALKTHROUGH

BATTLE WINDOW CODE

Fault 1:

Undefined behavior when the user clicks “confirm” without allocating any (or all) troops

Assignee: Andrew

Fix: Check for # of available troop allocations after each allocation. Disable the confirm button until all troops have been allocated. (Disabled button indicated via grey background color);

Fault 2:

Double-clicking troop icons doesn’t allow the unit to be reselected (cancel-operation breaks icon)

Assignee: Andrew

Fix: removeEventListener for the allocation cancel event, in the allocation cancel event’s handler.

Fault 3:

When a troop type is not present, the icon is hidden but the word “COUNT” appears in its place

Assignee: Andrew

Fix: Remove the word “Count” from the HTML structure of the battle window

Fault 4:

Allows the player to allow 0 troops to a flank

Assignee: Andrew

Fix: Add if condition to skip adding to flank when count is 0

Fault 5:

Clicking an icon inside a flank, while allocating a troop, places the new troop inside of the existing icon rather than appending to the flank. As a result, the new icon will not appear and the Battle object will not be able to interpret the contents of the battle window.

Assignees: Andrew & Nhat

Fix: Add while loop to call parentElement on the event target until the flank root node is found