

# PokerCast Defect Log

Team #3

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## 1. Design Inspection

**September 16, found by Ben Wencke, Defect 4, Severity 3**

**Description:** Players may want to set their names instead of being "Player n"

**Solution:** The "name" is a field in the "join" command

**September 16, found by Inhwon Lee, Defect 5 (Missing function #34), Severity 3**

**Description:** Server should check the number of players requested by the host and limit the number of players. This requirement has not been implemented yet.

**Solution:** Server should have some code that checks the number of player and send 'success' or 'fail' message back to the phone according to the limit.

**September 16, found by Inhwon Lee, Defect 8 (Missing function #30), Severity 3**

**Description:** Host should have an option to change the color/design of the felt/chips/cards so that we can have more variety in the game.

**Solution:** When the user is assigned as a host, there should be more options available to set the game environment.

**September 18, found by Brandon Porter, Defect 18 , Severity 2**

**Description:** Server should keep track of players that try to connect while the game is in session

**Solution:** When a player joins and the game has already started, they should be added to an 'inactive' list that will be automatically joined in the next game

## 2. Code Inspection

**September 16, found by Ben Wencke, Defect 1, Severity 1:**

**Description:** When trying to get index of client in player array, attempts to find index by searching for player id rather than player object. The player array is made up of player objects so this is problematic.

**Solution:** Loop through the player array looking for the index with matching id by calling `player()[x].id`.

**September 17, found by Anthony Natoli, Defect 2, Severity 2:**

**Description:** When it is the next player's turn, the app automatically goes to the next index in the array to get the next player by incrementing by 1. However, this could be problematic for the case when the last person went. Then, instead of going back to the first player the app tries to access an index out of bounds.

**Solution:** Use a modular function to reset the index to zero after the last player in the order has completed his/her turn.

**September 17, found by Ben Wencke, Defect 3, Severity 2:**

**Description:** When initially setting the current\_index variable, it is set to null. This could cause issues if the variable is never set for whatever reason, which would cause the app to crash.

**Solution:** Initialize the current\_index variable to 0, this way it defaults to the first player in the array rather than a null value.

**September 17, found by Yongsun Hong, Defect 6, Severity 2:**

**Description:** When trying to get input of the number of AI player, the input should be 1-21. However device users can enter bigger numbers, which is problematic to game logic.

**Solution:** Check the number of AI input before sending JSON object to server.

**September 17, found by Yongsun Hong, Defect 11, Severity 2:**

**Description:** When trying to get number inputs in host fragment, users can put characters instead of numbers.

**Solution:** When users clicked EditText area, just show number-pad in Android device.

**September 17, found by Joe Koncel, Defect 10, Severity 3**

**Description:** The messageReceived method has received spelled wrong, leading to possible future errors.

**Solution:** Made sure everyone knows this so everything will be consistent.

**September 17, found by Yongsun Hong, Defect 15, Severity 2:**

**Description:** When trying to get number chips in host fragment, users can put characters instead of numbers.

**Solution:** When users clicked EditText area, just show number-pad in Android device.

### **3. Unit Testing**

**September 17, found by Joe Koncel, Defect 7, Severity 2**

**Description:** When sending a message in JSON, JoinFragment was entering incorrect string values, which were unreadable to the server.

**Solution:** Added backslashes to escape the quotation marks.

**September 18, found by Ben Wencke, Defect 9, Severity 3**

**Description:** The command "start" will cause the framework to restart itself, which might have undesirable effects on connected users.

**Solution:** Use the command "start\_hand" instead. (main.js, line 24)

**September 16, found by Anthony Natoli, Defect 12, Severity 1**

**Description:** The Chromecast receiver application won't start.

**Solution:** Include the KnockoutJS library in index.html.

**September 18, found by Ben Wencke, Defect 14, Severity 1**

**Description:** AI players are not added to the array of players, even when the Host specifies that there should be AI players.

**Solution:** The looping variable was declared by "int i" when it should have been declared as "var i" (main.js, line 27)

**September 18, found by Joe Koncel, Defect 16, Severity 2**

**Description:** Android application was missing colors, and therefore couldn't run.

**Solution:** Included colors.

**September 18, found by Ben Wencke, Defect 13, Severity 1**

**Description:** AI Player names should be chosen at random from the list, but they were taken in order starting from index 0.

**Solution:** The name array was incorrectly referenced as "name," when it is actually "names." (line 2 of AIPlayer.js)

**September 18, found by Ben Wencke, Defect 17, Severity 1**

**Description:** AI players are not added to the player list, with the error "i is not defined"

**Solution:** Change "i" to "id" on line 2 of AIPlayer.js. There was a typo in the code.

**September 18, found by Brandon Porter, Defect 19, Severity 1**

**Description:** When players are connecting, if one disconnects and/or reconnects or sends two 'join' requests, they will join the players list twice.

**Solution:** Check to see if they are in the list before adding

**September 18, found by Anthony Natoli, Defect 20, Severity 2**

**Description:** When sending back the next player in the order's id, the value is undefined in the case of a single player.

**Solution:** Fix the modular equation for determining player index.