|  |
| --- |
| Software Development Team |
| Let’s Quiz |
| Bug Report Summary |

# introduction

In total we received 5 survey results for our first round of beta testing. See the “Bug Report.xlsx” document for a detailed list of results and statistics from the survey. No major issues during this time, however 6 confirmed bugs were found and 6 other elements found that need addressing. This included issues with Facebook Login, Push Notifications, spelling errors, allowed question time, game lobby aesthetics, buggy text inputs and other aesthetic issues.

# justifications of actions taken / not taken

## Push Notifications

This was the most noticed issue during testing, reported by 4/5 users. All of which noted that they did not receive any notifications during their testing of the application.

It was later found that an incomplete build was submitted to the Play Store which did not contain a few necessary lines of code which initialised the Push Notification API. This has since been rectified and re submitted to the Play Store. Fixed as of 29/9/18

## Question Time

4/5 users noted that they did not have enough time to complete their given questions. This was across all categories of questions and came from a combination of not enough time to read the questions and some questions just being too long to read in the given time.

We have fixed this issue by increasing the time for each round and removing questions that have question text longer than a few lines. Fixed as of 1/10/18

## Spelling Errors

2 users reported that one of the categories in the game lobby was incorrectly spelled, this has been rectified. Fixed as of 29/9/18

## Facebook Login

1 user reported that they could not log in with Facebook. On further investigation we noticed that Facebook have changed their API since the release of the game to the Play Store. Additionally, Facebook now require a Privacy Policy to be submitted in order to gain access to Facebook data. We have submitted that document and are awaiting a response before we can implement it back into the application.

## Submit Question Inputs

1 user noted that the Question inputs did not function properly. You could input text but if you deselected and reselected they did not work anymore. Also saying that the keyboard displayed was not the correct default keyboard for Android. This has been confirmed and we are looking to resolve.

## Game Lobby

3/5 users reported usability issues with the game lobby. These being they did not understand and it was not clear who’s turn it was during a game. Colours are currently used but there needs to be some other indication of what is going on for the user.

## Login Back Button

1 user noticed that if you pressed Login, once on that screen there was no back button to go back if the user decides to register instead of log in. A back button will be put in. Fixed as of 1/10/18

## Results Screen

2 users asked if there could be more data in the results screen to aid in letting the user know how they went during a round. Currently they get a world ranking for that round. We are looking at adding how many questions they got correct vs how many they were asked.

## Other Issues

Other reported suggestions about a miscellaneous category and leader board refresh button were deemed to be feature requests not bug fixes so will not be looked at during these last iteration plans.

1 user said there was a considerable lag at the end of a round, we could not recreate any considerable lag. There is 1-2 seconds when a round ends during which the results are submitted to the database.