

Status	#	Description	Open Date	Closed Date	Severity	Git Commit ID
Closed	1	Login Password Encoding Issue on lab test server. Lab database encoding is affecting password comparisons	3/1/2013	3/4/2013	Medium	Master 4fb41b1
Closed	2	Personal Statistics Ranking doesn't filter based on time	3/4/2013	3/4/2013	Medium	de0f6c77b58adf
Closed	3	Web Server In Lab Not Visible to internal network anymore. Update: ECE Contacted	3/4/2013	3/5/2013	High	NONE
Closed	4	The rank servlet is ignoring people with no game history for PersonalStatisticsRanking, but not for RankingStatisticsRanking.	3/5/2013	3/5/2013	High	Master c13f57b
Closed	5	In register screen, fails to check if both passwords match	3/9/2013	3/9/2013	Low	Master d25e237
Closed	6	Game mechanic doesn't check to see if impossible move (such as bet that can't be afforded) should be done in GUI	3/10/2013	3/10/2013	Low	NONE
Closed	7	Game doesn't end if all players have folded	3/10/2013	3/10/2013	High	98824f694526ec4c3
Closed	8	App freezes if there is no internet connection when logging in (emulator)	3/11/2013	4/11/2013	Medium	90ad342
Closed	9	Unable to logout after registering	3/13/2013	3/14/2013	Medium	90ad342
Closed	10	Optimality Table not enforcing uniqueness.	3/14/2013	3/15/2013	Low	2f581b9a6c853e0ef
Closed	11	Server May be still leaking database connections. Need to Confirm.	3/14/2013	3/24/2013	Medium	b99f4004cedddea04
Closed	12	Login Fragment missing remember username	3/16/2013	3/27/2013	Medium	0fe8edc
Closed	13	Online screen not shows once logged in user presses back from the playing area	3/21/2013	3/24/2013	Medium	88101fe
Closed	14	The phone going to sleep and restoring causes fragment errors	3/21/2013	3/28/2013	Medium	249d958
Closed	15	Game Engine doesn't kick users with no money left	3/26/2013	3/5/2013	Low	cf4ff5a
Closed	16	Android backend for "remember username" missing	3/27/2013	4/3/2013	Low	977b12d
Closed	17	Variable from gamestate "getCurrentPlayerTurn" is always 0 & never changes value	3/31/2013	3/31/2013	Medium	7aa6376
Closed	18	Ordering of fragments is lost after pressing back button from create/join table	4/4/2013	4/4/2013	Medium	1f563b0
Closed	19	App freezes if the back button is pressed just after creating a table and no one joins or the game is not started	4/4/2013	4/4/2013	High	939c08f843
Closed	20	After registering and logging in, and then pressing back twice, the Login fragment appears twice	4/4/2013	4/4/2013	Medium	939c08f843
Closed	21	Empty OfflineUsername Bug	4/8/2013	4/8/2013	Low	5670c4c
Closed	22	Empty TableNameBug	4/8/2013	4/9/2013	Low	5670c4c
Closed	23	The bluetooth pair window screws with back button code for fragementts on join table	4/8/2013	4/10/2013	Medium	ddf9496
Closed	24	All Fold situation has incorrect person in winner array	4/8/2013	4/10/2013	High	e0a45b067b
Closed	25	Everyone folds doesn't skip cards	4/5/2013	4/10/2013	Low	e0a45b067b
Closed	26	All In fails for certian cases	4/4/2013	4/9/2013	High	245fb4ce32431
Closed	27	For Android Bug - Needs better recovery	4/10/2013	4/11/2013	Medium	7aa6b9fc800fd
Closed	28	Player Labels Disappeared in game area	4/7/2013	4/7/2013	High	7ed31c285ecc2
Closed	29	Need an action label to make game play more readable	3/26/2013	4/2/2013	Low	46749776c2
Closed	30	Players need to be centered at the 0th position, rather than being elsewhere	3/25/2013	3/1/2013	Low	7215928927
Closed	31	App falling asleep causes fragments to crash	3/25/2013	3/28/2013	High	249d9580316
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