

Seeded-Defects Log

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Severity: 1(Critical) - 3(Not severe)

Defect No.	Defect	Output Before Seeding	Output After Seeding	Suggested Correction	Severity
1	Given that no players upload the correct photo, they still can continue next round without knowing the correct photo uploaded by the hint giver	The "next round" button is not enabled until the right photo is uploaded	The "next button" is enabled without uploading the right photo	Set the "next round" button as false initially. Then set it as true when the photo is loaded	2
2	Given a player chooses an avatar, Only one avatar will be chosen instead of the selected avatar	Correct chosen avatar will be chosen	Only one stock avatar is chosen	Send the correct avatar name	3
3	Hint giver is not carried to the result page after no players upload the correct image	Hint giver is carried to the result page if no players upload the correct image	Hint giver is staying at the image page	Set an intent to the result page if the time is over and no one sends the correct image	1
4	Given the hint is properly set by the giver, An incorrect hint is shown in the screen	Correct Hint shown on the screen	Incorrect HInt shown on the screen	Correctly show the hints that are set.	1
5	The hint can be set more than 20 characters which should not be allowed	No more characters is allowed to input when 20 characters exist	Characters can still be input when 20 characters exist	Set a maxLength for the input of hint	3

6	The broadcast to other players when a player exits the game is disabled.	When a player confirms to exit the game, there will be an alert to other players in the same game informing other players that the player is leaving.	When a player exits the game, only the player can see the alert. Other players in the same game will not be informed.	In server, implement a room, which is used to broadcast all other players in the same room when a player leaves. Distinguish different rooms by game id.	1
7	The content in score table is hardcoded.	When user clicked "score" button, a pop up window appears with all players' scores which are retrieved from server and updated when game's done.	When player clicks the "score" button, the pop up window with all hardcoded content. The content does not change at all.	Under listener function of score button, update and retrieve score from server. And insert player name, player score into corresponding spot	1
8	The functionality of countdown timer is disabled.	After hint giver sets a time limit, the countdown timer starts to count down when game starts.	After game starts, the countdown timer is static, it does not count down. Its face value is the time limit set by hint giver.	Enable "set progress" function, which takes care of the time counting, and updates the face value of countdown timer.	2
9	The functionality of "yes" button on confirm exit page is disabled	When player confirms exit and clicks "yes" on confirm exit, the program is exited gracefully.	When a player clicks the "yes" button on confirm exit page, nothing happens. Player is still on confirm exit page	Add appropriate listener to "yes" button. Under the listener function, the program is forced to exit, and all record regarding the	1

				player will be cleared.	
10	The functionality of "score" button on result page is wrongly changed.	When a player clicks "score" button on result page to see scores, a pop up window containing all players' scores appears.	When a player clicks "score" button on result page, the player will be forced to quit the game.	Correct functionality of listener function of "score" button on result page. When the button is clicked, it should popup a window which contains player score, instead of mistakenly quit the game.	1
11	Entering any username will still set your user name to Hieeee	When a player enters a username, it will save it to a global username	When player enters any username, it will remain the same	Save the username in a global variable	2
12	Selecting Faction doesn't allow selection of different avatars	Selecting Monster or Human will send u to 2 different pages with different sets of avatars	Selecting Monster or Humans will still bring u to Human's' avatar selection page	Jump to the correct avatar page	2
13	Server starts game if there is only one player in the game and he clicks ready	Server will not start the game until at least 2 players are in the game and both of them are ready	Server starts game with one player hitting ready button	Change the condition of the startgame function in the server	2
14	The "confirm image" button is still abled after confirming the image	The "confirm image" button is disabled after clicking the "confirm image"	The "confirm image" button is still abled after clicking the "confirm	Set the "confirm image" button as disabled	1

		button	image" button		
15	No toast is pop up after the hint giver selects a photo but then cancel it.	A toast will be pop up saying "You haven't picked image"	No toast will be pop up	Set the condition to check if requestCode is the loaded image and if the data is null	3
16	The input of username can be infinite but it is not safe.	The check username button will show up "The username is too long!" after click.	The check username button will show up "Awesome username" after click.	Set the limitation of the length of username.	2
17	The "CHOOSE A FACTION" button is available even though the username is incorrect format.	The "CHOOSE A FACTION" button is block before the username format is checked.	The "CHOOSE A FACTION" button is available before check the username.	Set the boolean check before give the permit of "CHOOSE A FACTION"	2
18	Two "Join A Game" user should not use same name.	The check username button will show up "The username has been used!" after click.	The check username button will show up "Awesome username" after click.	Compare the username in server.	2
19	Wrong code can not access the game.	The program shows up "Incorrect Code" when "Join A Game" user input a wrong code.	The "Join A Game" user jump into a new game by typing a non-existent code.	Compare the game code in the server.	2
20	Confirm Image should not be enabled before take image	Confirm image is disabled before an image is taken	Confirm image is enabled before an image is taken	Change setEnabled to false for confirm image button	2

21	The user name can be submitted although no user name has been typed.	A toast appears saying "Awesome username" and user is able to start a new game or join a game.	No user name is displayed on the game page as it was left blank.	Set a check to have a minimum number of characters in a username.	2
22	When a player clicks back on device for game page, it brings them back.	The back button on the device is disabled.	The back button can be clicked and it brings you back to the previous page.	Disable the back button on the device.	1
23	The timer is set for 1 minute, but the time is wrong.	In the game page, the user can see a timer counting down from 1 minute.	In the game page, the timer does not count down.	Ensure that the start time and the intervals are correct in the code.	1
24	Although image was successfully captured and uploaded, a toast appears saying "You failed to upload image"	No toast message appears.	Toast message appears with "You failed to upload image".	Ensure that messages such as "You failed to upload image" are only displayed when it actually fails.	3
25	When the timer runs out, user still remains on game page.	User remains on the game page.	User is sent to the image page.	Start an intent to a new page when the time runs out.	1