Seeded Bugs

Dining Defense (Abdalla A Almazmi (aalmazmi), Anna Benjamin (benjamia), Michael Andrew Goldman (goldmanm), Mason P Herhusky (mherhusk), Bangqin Lin (lin461), Wei Zhang (zhan1613))

Defect #	Defect	Output Before Seeding	Output After Seeding	Suggested Correction	Black/White Box Testing	Severity
1	In settings menu, volume does not go all the way to 0.	Volume can be reduced to 0 through the settings menu.	Volume can only be reduced to very quiet.	Set the lowest value for the volume scroll bar to zero.	Black box	3
2	In the main menu, both songs play.	In the main menu only the main menu song plays.	In the main menu both songs play.	On the start menu, delete one of the GameAudioSource objects.	Black box	3
3	Game lags if too many minions are generated.	There is a cap on the number of minions that can be generated, so the game cannot lag.	There is no cap, so the game can lag.	Add a cap to the number of minions that can be generated.	White box	2

4	Strawberry spawns when the apple is clicked.	An apple spawns when the apple button is clicked	When the apple is clicked a strawberry minion spawns	Change the functionality of the button to spawn apple when the apple is clicked.	Black Box	2
5	When a high score is submitted, it only saves the first number of the score.	It saves the entire score.	It saves only the first digit.	When the score is being added to PlayerPrefs, remove the second parameter from the substring call.	White box	1
6	Apples cannot be purchased in the left lane.	You can purchase apples in both lanes.	You cannot purchase apples in the left lane.	Move the tower purchase button.	Black box.	1
7	The tower attacks friendly minions too.	The tower only attacks the enemy minions.	Player's minions are attacked by the tower.	Add code to distinguish between allies and enemies in the tower's attack script.	Black box	2
8	The game only saves the most recent score in the high scores.	The top 10 scores are saved as separate PlayerPrefs	Only one score is saved in PlayerPrefs.	Create additional PlayerPrefs in the ReloadLevel script, then add them to playerScores in the ScoreManage	White box	1

				r script.		
9	Cause 4 minions to spawn when the user tries to spawn one.	The user clicks spawn minion and one minion spawns	The user clicks spawn minion and 4 minions spawn	Change the button code so that one minion spawns rather than 4.	White box	2
10	After 3 bananas, the following added bananas are giant.	When the user spawns 3 bananas the 4th is normal	When the user spawns 3 bananas the 4th is giant	The sprite changes size after 3 bananas spawn, add code to prevent that.	Black box	2
11	Every 5th time you add a strawberry, it's an apple.	When the user spawns 4 strawberries the 5th strawberry spawns normally	When the user spawns 4 strawberries the 5th strawberry shows up as an apple	The sprite is changed to apple when the spawn strawberry button is clicked 5 times. Change the code to prevent that.	White box	3
12	When the game reloads after the user clicks "Replay Game" none of the minions	When the user clicks the "Replay Game", the game starts again.	After "Replay Game" is clicked, no minions appear.	Reinitialize the method that spawns minions after the scene is reloaded	White Box	2

	appear					
13	Sending the user to the settings menu could cause the issue that the user couldn't get out of the settings menu and get back to the main menu preventing the user from starting the game	When the user clicks on Settings the game takes the user to the Settings menu	When the user clicks Main Menu inside the Settings Page the game does not redirect the user to the Main Menu	Change the direction of the Main Menu button to correctly redirect the user to the main menu	White box	2
14	With the zoom in capability the user can zoom in too far into the map and go beyond the map, or zoom out of	There are limits on the scale of zoom in and zoom out.	Zoom in and zoom out don't work properly.	Add boundaries to how far in and how far out the user can zoom in/ zoom out	Black box	3

	the map and go too far from the map making the game unplayable since the user cannot see the map.					
15	With the scrolling capabilities added the user can scroll past the map and not be able to see the map and the game would be unplayable	There is a limit on the scrolling capability so that the user can't go beyond the map.	The user can go beyond the map and make the game unplayable.	Add boundaries to how much the user can scroll left and right.	Black Box	3
16	The code to destroy minions keeps destroying all minions	Minion(s) is/are destroyed	Subsequent minions that spawn are also destroyed	Limit the destroying function to one minion at a time	Black Box	3

	that spawn through out the game. Making the minions useless				
17	Purchas ing a banana (50 gold) actually reduces gold by 100.	Purchasi ng banana reduced the same gold amount.	After purchasin g banana, the user will see his gold amount reduced 100 instead of 50.	Change the amount of money reduced when a banana is bought.	White Box	3
18	Minions would not stop moving, when the user pause the game.	Everythi ng stops after user pause the game.	Game is still playing after user pause the game.	Make the minions detect if the game is paused and if so then the minion stops moving	White Box	1
19	The Settings button didn't do anything	Setting menu appear after the settings button is clicked.	Nothing shows up after clicking the setting button.	Add the function to the settings button to move the user to the settings scene when it is clicked	White Box	2
20	The music in the main menu	The BGM works well	The BGM doesn't loop through	Create a BGM script to make the loop.	Black Box	3

	stops after the first time it goes.	during the game.	the entire game.			
21	Restricting the number of times Application.EndGame() is called prevents the top-right "X" button on the window from working	Game ends after the top right "X" button is clicked.	The top right "X" button doesn't work when clicked.	Remove the restriction of Application.EndGame()	White Box	1
22	Clicks on Generate Minions and the user does not have enough money for the minion and the money went to negative	If the player does not have enough money for certain item, a warning text will pop out and no money get deducted.	The player can keep buying minions regardless of how much money he/she got. The money amount can go negative.	Add a check to the StoreMenu script whenever the buy button listener is called to see if player has enough money. If not, pop the warning text out.	Black box	1
23	When enemy collides with	The enemy and the minion	The enemy and minion	Check on the onTriggerEnter() function. Stop minion's	Black box	2

	player minion, there's a delay before they stop moving and damage is calculated.	stop instantly on collision and the damage function on each side is being called.	keep moving when they meet with each other and do not fight.	transform right away when an enemy enter its box trigger.		
24	Date on the high scores page was incorrect.	Date matched the date the score was achieved on.	Dates are all the same default value.	Save/record the date for each different player	Black Box	3
25	The time goes into negative after 0 instead of prompting the victory screen.	The time variable goes to 0 and then stops. The victory panel pops out.	The time variable goes to 0 and keeps going down negative. The game will never be finished.	Put an if statement in the Update function to check the time variable every frame to make sure it won't go negative. Once it reaches zero, the game calls end function.	Black Box	2