Team 15 Seeded Defects

Project Name: Crater Clash!

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Severity: 1 = mild, 4 = extreme

Gameplay Module

Defect No.	Defect	Output Before Seeding	Output After Seeding	Suggested Correction	Severity
1	Ranged units can attack themselves.	You are unable in any way to click on a unit then click on the same unit again to have it attack itself.	If you click on a unit, then end your turn, then click on the same unit, you are able to have it attack itself.	Check if selectedUnit gameobject variable is set to null at end of every turn.	3
2	Alien melee unit tier 1 has the wrong move right animation.	Alien melee unit tier 1 shows the astronaut melee tier 1 moveRight animation when moving the unit to the right.	Alien melee unit tier 1 should show an alien melee tier 1 unit walking to the right when you move the unit to the right.	Open up the melee2_1.prefab and look under its animations. Replace the keyframes in the moveRight animation with the appropriate keyframes found in the spritesheeta1_1.png sprite sheet	1
3	Player 2 gets more funds per turn than	Each player should be given 1000	Player 2 is receiving 2000 points	Find out where Player 2 is receiving	1

	player 1 even when nobody owns any extra resource tiles.	points on top of their already own points to spend at the start of their turn.	on top of his/her remaining points at the beginning of his/her turn.	2000 points and make it 1000 points.	
4	Purchasing a ranged tier 1 unit spawns instead a melee tier 3 unit.	When purchasing a ranged tier 1 unit, the game then spawns a ranged tier 1 unit.	When purchasing a ranged tier 1 unit, the game mistakenly spawns a melee tier 3 unit.	Set button in Unity Inspector to spawnRangedUnitTierOne() instead of spawnMeleeUnitTierThree() when purchasing a ranged tier 1 unit.	1
5	Mountains give a player less defense and craters give them more defense when it should be the other way around.	A unit in a mountain should receive more defense than one in a crater.	A unit receives more damage when in a mountain than in a crater.	Look in HurtCoroutine() for where mountain and crater tiles affect the attack of an attacking unit when it is attacking a unit in a mountain or crater.	1
6	Players are not receiving any bonus points for having a unit on a resource tile.	If a player has a unit on a resource tile, that player should receive extra bonus points to spend at the start of his/her turn.	If a player has a unit on a resource tile, that player is not receiving any extra bonus points to spend at the start of his/her turn.	In endTurn() the resource tiles are checked for a players units and then bonus points are added. Make sure to add bonus points for each counted	1

				resource tile.	
7	Units are able to stay on pink noxious tiles when they are not supposed to.	Units are able to move through but not stay on pink noxious tiles.	Units are able to move through and stay on pink noxious tiles.	In Update(), make sure to check if after selecting a unit, the clicked destination is not a noxious tile ("t2" labeled tile).	2
8	Astronaut ranged tier 2 unit is not given appropriate health.	Astronaut ranged tier 2 unit should receive 175 HP when spawned.	Astronaut ranged tier 2 unit receives 10 HP when spawned.	Find out in spawnUnit() where health is assigned to player 1 astronaut tier 2 units.	1
9	Alien ranged tier 2 units move farther than advertised.	Alien ranged tier 2 units should be able to move 2 units in any direction.	Alien ranged tier 2 units can move 3 units in any direction.	Find out in spawnUnit() where alien ranged tier 2 units move amount is being assigned.	1
10	When asking if the user wants to exit game, if select yes or no, game exits.	Game should not exit if user selects no when prompted.	Current game exits when user selects no when prompted after clicking "Exit Game".	Set "No" button in Unity inspector to call makeExitPanelVisible() instead of returnToMainMenu()	4
11	At the beginning of player 1 turn the text telling which player turn it	At the beginning of player 1 turn, the text indicating which turn it	At the beginning of player 1 turn, the text indicating which turn it	Find out where the functions are called to display the text and	2

	is says "Player 2 Turn".	is should say "Player 1 Turn"	is says "Player 2 Turn"	have the right function called to display the appropriate text.	
12	The resource stations in Map 3 as shown in the Host Game menu are changed from resource stations to mountains.	Resource stations in Map 3 as displayed in Host Game menu appear correctly as stations when the map is played.	Resource stations in Map 3 as displayed in Host Game menu are transformed into mountains when the map is played.	Find out where the map data is stored and fix those tiles.	2
13	A unit is not able to be moved to the layer of tiles closest to the top of the map.	A unit should be able to move to any tile that is not pink noxious acid on the map.	A unit is unable to be moved to the tiles adjacent to the top of the map.	Find out in Update() where the mouse click coordinates are being checked against the map width / height and fix it.	2
14	Attack numbers that float above units after getting hurt do not disappear.	The numbers signifying how much damage was taken should disappear after floating above a unit.	The numbers signifying how much damage was taken do not disappear after a unit is damaged.	Check if the attack number text game objects are being destroyed in the spawnAndMoveHurtNumber() coroutine.	2
15	Projectiles from ranged	Projectiles from ranged	Projectiles from ranged	Check the destination	1

	units do not hit the defending unit.	units should travel to and hit the defending unit it is attacking.	units hit one unit length above the defending unit they are attacking.	vector used to direct where the projectile should go in the projectileCoroutine().	
16	At the end of a game, if a player has killed one or more units and is victorious, that player should be able to submit their score if they choose to do so.	Player 1 or Player 2 is able to submit their score provided they have won and have killed one or more units.	Player 2 (aliens) is unable to submit their score if they are victorious and have killed one or more units.	Instead of checking for the showPlayer1Victory panel is true or not (open or not), check showPlayer1Victor.activeInHierarchy for true or false because they tells if it is being displayed or not. *This is an original bug in the final master branch version.*	3
17	There is no movement info for melee tier 1 units.	There should be a movement unit amount displayed for the melee tier 1 units.	There is not movement unit amount displayed for tier 1 units.	Check the text description in unity for the spawn unit panel and insert the correct move amount for that unit (movement of 1).	1
18	Zero cost	A cost	Zero cost	The text	2

	amount is only displayed for ranged tier 1.	amount should be displayed for every unit type.	amount is only displayed for ranged tier 1.	boxes containing the descriptions should be properly filled out.	

Menu Module

Defect No.	Defect	Output Before Seeding	Output After Seeding	Suggested Correction	Severity
1	Nothing is displayed for a button in the main menu.	Credits button should appear in the bottom left of the main menu.	There is no "Credits" text for the bottom left button in the main menu.	Add "Credits" text to that button using the Unity inspector when clicking on that UI element.	1
2	Volume does not turn off when selected.	When selecting the "Off" option for volume in the options menu, the volume turns off.	The volume does not turn off when "Off" is selected for the volume option in the options menu.	Find out where the global AudioListener variable for volume is being set in Options_Script.cs and make sure it is set to 0 for the "Off" option.	1

Score Module

Defect No.	Defect	Output Before Seeding	Output After Seeding	Suggested Correction	Severity
1	Users can go	The final	The score	Add in a	2

	to a completely blank page on the highscores by hitting the right arrow while on the last page	page of the high scores would remain on the screen	becomes blank	check to the rightButtonClick() function that makes sure incrementing offset by 5 will not make it go above the number of people (peopleIndex)	
2	Scores have a trailing "}" following them	The scores would display correctly, with only a number	The scores have a "}" next to them. "10}", for example	When parsing and assigning scores (parseScores()), check to see if the scores string has a "}" in it. If it does, make a substring to subtract the last character.	1
3	All scores have a rank of 0	All scores' ranks go up incrementally. Every step down, the "rank" goes up by 1.	All ranks have a rank of zero.	Loop through the people array, and assign it a rank of its index + 1 (so that you don't start out with a rank of zero)	1
4	All ranks have a name of "name"	All ranks had their usernames assigned to name	All ranks say "name"	There is a function that parses a javascript object to get the scores.	2

| | | | | One of the attributes is name:(player nameHere), and it gets split with ":" as the delimiter. After this, the wrong index is being used to assign it (0 instead of 1)

Changes the zero to a one will fix this bug | |
| --- | --- | --- | --- | --- | --- |
| 5 | When the "previous" button is clicked on the first page, no names are present and a second header shows up | The first page would remain, because there are no previous scores | A second header appears and all names disappear | Put in a check to make sure decrementing the offset by 5 does not go below zero | 1 |