

Defect Log for Zork

Defect #	Description	Severity
1	You can log in any valid name with any password	1
2	You can create an already existing username	1
3	Reset does not work on the create account screen	2
4	Pressing tab does not take you to the next textbox	3
5	Saving over a game just creates another save file instead of overwriting it	2
6	Exiting a game that is already saved creates another save file	2
7	Clicking load multiple times creates 10 new buttons each time	2
8	Clear screen does not work when you are in the save load screen.	3
9	Forms like login and register are not blanked out when changing between menus	3
10	When cycling between next and previous buttons in the new game menu it will freeze	2
11	Many of the new games listed cannot be opened	1
12	No ability to log out	2
13	Can create a new game without being signed in	3
14	You can turn objects on repeatedly	3
15	Saving a game automatically exits the game without asking you	2
16	Under some unknown conditions the server does not work	1
17	Reset button in login screen does not reset username and puts characters in the password	2
18	if you click on one of the empty map buttons the program crashes	1
19	The program does not protect against sql injection in login and	1

	create account	
20	Map always says it is successfully uploaded even though it is not updated	2
21	Map list does not update every time you go to new game, only updates new changes when program is relaunched.	2
22	Maps fail to download if you don't create a public folder yourself on your local hard drive (when you do this the map maps/public no longer works)	2
23	Program crashes when you run an incorrectly formatted map.	1
24	Allows you to upload invalid map types	1
25	If you hit the next button then the previous, the next button is disabled and the previous button is enabled. pressing the previous button causes an exception	1
26	The game progress bar covers up the menu buttons	2
27	Logging in does not take you to a new screen	3
28	Lock is a container on the given map, you can put stuff in it but you cannot open it even if you have the key opening it causes an exception	1
29	You can still move around and execute commands after you win the game	3
30	Opening an already open chest after you have taken the item causes an exception	2
31	Open lock with key caused exception	2

32	Attacking an enemy without an object returns a null string	2
33	You can load from an empty save point	2
34	When selecting a new map if you press next and then previous and then select a new game from the menus both previous and next buttons are disabled and you cannot move between the selection of maps.	2
35	Entering the command 'takenforgranted' does not inform user of any errors. Similarly, string that starts with a valid one ('take'+random string) works (does not produce any error)	3
36	After the screen is full with text, program does not automatically scroll down to the last input/output	3
37	When inventory is empty, program only outputs 'Inventory:'. This is inconsistent with project description.	3
38	Reading a valid object does not give any output or warning (e.g 'read chest')	3
39	Reading an invalid object does not give any output or warning (e.g 'read null random chest')	3
40	Program does not notify user of invalid item if it starts with a valid item name (e.g. 'take torch super random ')	3
41	After successful login, system does not show you the list of games, you have to use the menu bar	2
42	Entering an invalid command prints "null"	3
43	Item does not disappear after use. Item still remains in inventory. (e.g. after using explosive, explosive is still in inventory)	2
44	Typing "drop " does not inform the user of any error	2
45	You can read the description of any item in the game even if you do not have it in your inventory	2
46	Typing "read " does not inform the user of any error	3
47	Commands do not clear from textbox after you press enter	3

48	Inventory only shows one item even if you have more than one	2
49	You can put the key in the lock, but the lock does not recognize the change and you dont have the key anymore so you can't continue.	1
50	If you have picked up an item and then drop it, you can still enter "drop <item> and drop the same item multiple times even though it should not be there	2
51	If you take and use torch in cave and go north, and then put the torch in the chest and go south, you can't go back north because it says you need light but it won't let you take a torch to turn on. You can't proceed the game anymore.	1
52	When you have the explosive, sometimes you cannot attack the gnome, but other times if you type "attack gnome with explosive" it will work. Not consistent	2
53	Saving a game if you are not logged in will cause an error and freeze the game.	1
54	When you open chest and try to take item, it tells you, you cannot take item but it is actually added to your inventory.	3
55	You can attack the gnome without even knowing there is a gnome in the room	3
56	When you are not logged in and try to load a game, there is no warning that you need to login so there is an exception error when you are not logged in and try to load game.	3
57	If you click login while playing a game, your progress is not saved and it does not inform you.	2
58	Selecting new game after playing a game does not clear the screen text from the previous game	3
59	When registering the program states that user name already exists when it has never been registered when the user name is 10 characters long or greater.	2
60	When registering the program states that user name already exists when it has never been registered when the password fields are 21 characters long or greater.	2