

Testing Defect Log

Product: bbserver.jayhankins.me

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| Defect # | Description | Defect Severity | Test Case No. OR Description |
|----------|--|-----------------|---------------------------------|
| 1 | Unable to search for existing game lobby. There is no visible search bar | 1 | 2 |
| 2 | Unable to enter blank search as there is no visible search bar or enter button. | 1 | 3 |
| 3 | User skin is constantly red. Default skin never changes. | 1 | 6 |
| 4 | Left arrow fires projectile to the right. | 2 | 9 |
| 5 | Using the left and up arrows simultaneously does not fire projectile to the upper left. It instead fires to the upper right. | 2 | 13 |
| 6 | Using the left and down arrows simultaneously does not fire projectile to the lower left. It instead fires to the lower right. | 2 | 14 |
| 7 | Pressing the left and right arrows together, with the left being the most recent press, results in projectiles being fired to the right. The expected behavior is firing to the left | 1 | 15 |
| 8 | The W key moves the player sprite upwards but when the key is released the player continues to move upward, off of the page and into eternity. | 2 | 17 |
| 9 | The W and D keys move the player to the upper right but when they are released the player sprite continues to move directly upward off the page. | 2 | 21 |

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| 10 | The W and A keys move the player to the upper left but when they are released the player sprite continues to move directly upward off the page. | 2 | 23 |
| 11 | Pressing the both the W and S keys cause the player sprite to remain stationary, as expected, but when the keys are released the player sprite begins to move upward and off of the page. | 2 | 26 |
| 12 | When the player sprite collides with the left wall it is permitted to move and can continue to move off the page. It does not bounce back. | 2 | 27 |
| 13 | When the player sprite collides with the right wall it is permitted to move and can continue to move off the page. It does not bounce back. | 2 | 28 |
| 14 | When the player sprite collides with the top wall it is permitted to move and can continue to move off the page. It does not bounce back. | 2 | 29 |
| 15 | When the player sprite collides with the bottom wall it is permitted to move and can continue to move off the page. It does not bounce back. | 2 | 30 |
| 16 | When the player sprite collides with a spike hazard the sprite does not die or react in any way. The sprite continues as if it was not there. | 2 | 31 |
| 17 | When a player sprite is hit by a projectile the projectile does not disappear. Instead it continues in the same direction and off the page. | 2 | 32 |
| 18 | Consuming the speed boost powerup has no visible effect on the player sprite speed. | 2 | 41 |
| 19 | Consuming the health regeneration power up causes the player to | 2 | 46 |

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| | continuously lose health until it reaches 0. At that point the player does not die it just remains with 0 health. | | |
| 20 | When a user is playing the game the scoreboard is always visible partially in the upper left. Pressing tab does not cause the scoreboard to appear or disappear from that position | 2 | 48 |
| 21 | More than the maximum number of players are allowed in a game room. When 9 players enter a game a new game room is not created | 1 | 50 |
| 22 | When a user kills a player, the player that dies earns a point. The player who killed the player should be the one to earn the point. | 2 | 51 |
| 23 | User is unable to change the lobby name or see it reflected in the main lobbies page. | 1 | 52 |
| 24 | User is unable to set lobby name. See defect 23. | 1 | 52 |
| 25 | User is only able to see the single lobby. | 2 | 55 |
| 26 | The user starts the game with 50% health. After the user dies then on each respawn the user has full 100% health. | 2 | 56 |