

Higher Order Testing Defect Log

Product: bbserver.jayhankins.me

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Defect #	Description	Defect Severity	Type of High Order Testing	Test Case No. OR Description
1	Game becomes very laggy and stuttery when the player count in a single room becomes very high.	2	Stress	High number of players
2	Game becomes desynced among each of the players when the player count becomes very high.	2	Volume	High number of players
3	Game freezes with more than 40 players	1	Stress	High number of players
4	Game is not playable on mobile devices because of screen sizing	3	Usability	Responsive design
5	Game does not dynamically resize when changing the width and height of the browser window	3	Usability	Resize the window after joining a game
6	There is no form of match-making as mentioned in the product backlog. User's must find games on their own manually.	2	Usability	Lobby matchmaking
7	Score for the first player is very hard to read because it is cut off.	2	Usability	Ingame scoreboard readability
8	There is no search box to type in to find a specific lobbies.	2	Usability	Lobby search
9	When sending a message through the browser javascript console, you can send a message and the server will crash	1	Security	In the javascript console send a socket.emit('message') message.
10	Running two instances of the game from the machine causes extremely high CPU usage	3	Performance	Multiple instances