

Challenger settings

Challenge intensity ?

- ☐ mild
- ☒ spicy

Agent Selector

Tip: You can also explicitly type an agent tag in your message, e.g., `@novelty_radar` or `@bug_logger`.

Preferred Agent (optional)

Auto (Smart Intent D... ▾

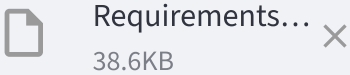
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Requirements / Logs / Specification
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Defying Gravity in Testing



@AssumptionBuster I’m trying to reproduce a ‘remaining slots feels wrong’ issue using fill → cancel → reserve quickly. List pitfalls, then suggest deeper paths to detect lingering state after transitions.



- Logic and assumptions (surface):
 - The approach assumes rapid fill→cancel→reserve exposes transient inconsistency in remaining slots.
 - Implicit assumptions include synchronous UI updates, atomic state transitions, and accurate in-memory counters.
- Adversarial critique — assumption weaknesses:
 - UI update timing, event batching, or debounced renders could mask or reorder state changes.
 - FR-24 and FR-31 expect immediate adjustments, yet SPA in-memory state may produce stale displays.
- Persona-based challenge (role perspective):
 - From a concurrent-user or attacker persona: could race conditions during rapid actions misassociate reservations?
 - From an admin persona: could manual overrides or edits fail to propagate, leaving inconsistent slots?
- Reflective challenge (invite refinement):
 - Which specific sequence and timing granularity is expected during the reproduce attempt?
 - Provide assumptions about rendering, event ordering, and admin interactions for deeper critique.

Type here... (e.g., '@Brainstormer Find unseen evaluation paths in the uploaded GDS') >