

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 Detection) [▼](#)

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Requirements Specifica... [X](#)

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(first 1000 characters)

Defying Gravity in Testing



@AssumptionBuster I'm trying to distinguish if some state still lingers after a reservation is canceled then reserved again. What are the main blind spots or limitations in my testing logic?



- Logic and assumption elicitation
 - Hypothesis: canceling then re-reserving leaves residual state affecting slot counts or status.
 - Assumes cancellation fully removes reservation record and the UI immediately reflects in-memory model per requirements.
- Adversarial critique — assumption weaknesses
 - Ignored race conditions and concurrent users can cause transient or persistent slot mismatches.
 - Assumes UI refresh, identity changes, admin overrides, and cancellation limits are all consistent.
- Persona-based debating (questions)
 - From an administrator persona, could manual capacity overrides leave stale remaining-slots after cancel and reseat?
 - From an attacker persona, can crafted sequences exploit object reuse to persist unauthorized state?
- Reflective challenge
 - Which observables will prove cancellation removed all model and UI state unequivocally?
 - What boundary cases, timing windows, or role interactions does the current logic fail to consider?

Type here... (e.g., '@Brainstormer Find unseen
and then click on the highlighted CPOV

