

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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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 (inferred)
 - Inferred logic: Rapid fill→cancel→reserve sequence will reveal lingering remaining-slots state.
 - Implicit assumptions: UI updates are synchronous, state resets immediately, and no background reconciliation occurs.
- Adversarial critique — assumption weaknesses
 - This assumes single-threaded execution and instantaneous DOM refreshes, which may be false.
 - That assumption conflicts with FR-8 and BR-2, which require accurate remaining-slots updates but do not guarantee update ordering or timing.
- Persona-based challenge
 - Attacker/concurrent-user lens: would rapid actions from multiple User IDs race to modify remaining slots?
- Reflective challenge
 - Which precise timing windows and UI events define "quickly" in the scenario?
 - How is "remaining slots feels wrong" measured or observed, and what acceptable bounds exist?

Type here... (e.g., '@Brainstormer Find unseen components in the uploaded SPCW')

