

## 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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# 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:
  - The approach assumes cancellation fully clears reservation-related state before re-reservation.
  - It presumes UI indicators and remaining slots reflect the in-memory data described in requirements.
- Adversarial critique — assumption weaknesses:
  - State may persist in component memory, cached objects, or orphaned references.
  - Timing, race conditions, or stale computed badges can mask lingering reservations.
- Persona-based debating:
  - As an admin with override rights, would residual entries persist after forced edits?
  - From a different user identity, might lingering reservations appear or disappear inconsistently?
- Reflective challenge:
  - Which signals are assumed authoritative: UI badges, slot counts, or in-memory records?
  - Can the hypothesis define exact conditions that prove state fully cleared?

Type here... (e.g., '@Brainstormer Find unseen

