

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 assumptions elicited
 - Inferred logic: canceling then re-reserving should produce identical class and reservation state.
 - Assumptions: immediate slot release, stable user association, authoritative UI, and durable in-memory state per requirements.
- Adversarial critique — assumption weaknesses
 - Race conditions and timing may leave transient reservations visible after cancellation.
 - In-memory storage means reloads or navigation resets hide persistence bugs or create false negatives.
- Persona-based challenge
 - As an admin, would manual capacity overrides create inconsistent slot accounting?
 - As a concurrent user, could a race allow double-booking the same released slot?
- Reflective challenge
 - Which exact symptoms define "lingering state" in the observed behavior?
 - List preconditions, timing details, and any UI or console evidence for clarification.

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

