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| Conveyor jams/breaks/stops | First ConveyorFamily (YES) Last ConveyorFamily (YES) |
| Popup jamming/not going up or down | NOT APPLICABLE |
| 3 pieces of glass approaching popup with 2 workstations. | NOT APPLICABLE |
| Offline workstations work on only 0, 1, or 2 sides. | NOT APPLICABLE |
| Inline workstation breaks | First ConveyorFamily (YES) Last ConveyorFamily (YES) |
| Truck breaks down/out of gas (doesn't come back) | First ConveyorFamily (NOT APPLICABLE) Last ConveyorFamily (YES) |
| Glass breaking on offline workstation, so remove the glass | NOT APPLICABLE |
| Workstation doesn't process glass when it should (expectation failure) | FirstConveyorFamily (YES) Last ConveyorFamily (NOT APPLICABLE) |
| Full conveyor | First ConveyorFamily (YES)  Last ConveyorFamily (NO, could not do due to the way the truck is loaded and the conveyor jamming, caused gui glitches) |
| Factory quiescent after no more glass | First ConveyorFamily (YES) Last ConveyorFamily(YES) |
| Sensor not firing or unexpected sensor event (extra credit) | NO |
| Multiple sensor events on one conveyor (extra credit) | NO |