Bug Number	Detailed Description	Severity	Level found on	Category
	Team 4 - APP			
1	Left clicking an already exposed area re-covers it. (Right clicking it uncovers again)	2	All	Gamescreen
2	Right Clicking on the clock after 1:58 resets it to 1:58	1	All	Gamescreen
3	Left clicking the the clock before 1:58 lowers the timer ti 1:58	1	All	Gamescreen
4	Right clicking on a cleared space increases the Clock time	2	All	Gamescreen
5	Clicking the bottom right button on the main window causes the game to freakout whenever you mouseover anything	2	All	Gamescreen
6	When playing a second board the clock increases its count whenever you move the cursor arount inside the grid before your first click	3	All	Gamescreen
7	Users cannot interact with the bottom 2 visible rows of the game directly on level 1.	1	1	Gamescreen
8	Users cannot interact with the bottom 4 visible rows of the game directly on level 7.	1	7	Gamescreen
9	Users cannot interact with the bottom 5 visible rows of the game directly on level 8.	1	8	Gamescreen
10	The Flag count goes up/down by 2 every time that you place or remove a flag.	3	All	Gamescreen
11	When you start the game, there are sometimes flags already placed.	3	All	Gamescreen
12	The clock goes down by 2 per opened gameboard with running timer every second.	2	All	Gamescreen
13	Initial flag count is not equal to 0 when initiating a new game.	2	All	Gamescreen
14	Timer starts prematurely to first click when new game is initiated.	2	All	Gamescreen
15	When the clock runs out, it turns to "asfl;jkasdf".	3	All	Gamescreen
16	Only 1 of the 3 power-ups are available.	1	1	Gamescreen
17	Extra buttons are found on level.	2	4,5,7,8	Gamescreen
18	Left-clicking flag label generates empty dialog and resets flag count.	2	All	Gamescreen
19	Right-clicking flag label generates empty dialog and resets flag count.	1	All	Gamescreen
20	Right-clicking an unpressed unit places a flag correctly but increments the flag count by 2.	1	All	Gamescreen
21	Left-clicking a unit with a flag process the unit as if a normal left-click was registered on a non-flagged unit.	3	All	Gamescreen
22	Left-clicking an exposed unit unexposes it.	1	All	Gamescreen
23	Left-clicking _ power up flags bombs as expected but opens empty help dialog and does not decrease score. Expected: checks if sufficient score, decrements if activated (only with sufficient score).	2	All	Gamescreen
24	Activating (+1) power-up opens empty help dialog and if on bomb shows bomb instead of flagging it, but does not end game. Expected: flag bomb.	2	All	Gamescreen
25	Activating (+1) power-up opens empty help dialog and does not verify score, nor does it decrement score. Expected: Check against score, decrements score.	2	All	
26	Activating (^) power-up opens empty help dialog shows adjacent numbers and flags bombs. (Not sure if flagging bombs is expected behavior). Does not decrease score. Expected: Check against score, decrements score.	2	All	Gamescreen
27	Right-clicking (+1), (_) or (^) power-ups created a help dialog and makes it impossible to active a bomb on the next left-click. (bomb is merely shown and not activated). Expected: no effect on game behavior.	2	All	Gamescreen

	Description			
28	If left-press square and drag mouse off of square, it remains pressed and square released on is left-clicked.	3	All	
29	Power-up with similar functionality to (^) power-up appears to be active on first move of all playable levels. Expected?	2	All	Gamescreen
30	Appears to be a row off-screen (occassionally see numbers on half cut-off row that are not possible without another row under it). Only way to win is to use (^) power-up to fill in blocks off-screen.	1	All	Gamescreen
31	Game doesn't stop when timer runs out	1	All	Gamescreen
32	Planting a flag gives you a point	3	All	Gamescreen
33	Removing a flag gives you a point	3	All	Gamescreen
34	Timer progresses at two steps per second, as a result 2 minute timer is exhausted in approximately 30 seconds when combined with decrement bug.	1	All	Gamescreen
35	Game win prints "New High Score Achieved!" in a new dialog box but then crashes after attempting to access userProgress.properties within the Jar. While dialog is open clock does not stop.	1	All	Gamescreen
36	After game failed clock does not stop.	1	All	Gamescreen
37	Exiting high score window instead of clicking ok causes a new high score dialog to be opened once, next time you exit it proceeds with attempting to open userPreferences and crashing. Inconsistent behavior -> intended?	1	All	Gamescreen
38	Using the metal detector gives free points when the mouse moves on certain squares	1	All	Gamescreen
39	Clicking "Score" causes it to become "Scare"	3	All	Gamescreen
40	Updating gameboard causes "Score" to become "Scare"	3	All	Gamescreen
41	Removing a flag sets the clock to 1:58.	1	All	Gamescreen
42	Setting a flag sets the clock to 1:58	1	All	Gamescreen
43	Left or Right clicking on a cleared space increases the Score (even after game is over)	1	All	Gamescreen
44	Right clicking on a cleared space increases score by 1	2	All	Gamescreen
45	Left clicking a cleared space increases score by 1	2	All	Gamescreen
46	Clicking on a non-unlocked level opens 2 popups saying that you can't play it, but it opens anyway.	2	NA	Level Select
47	Level 3 is inaccessible from the level select screen: Console shows ArrayIndexOutOfBoundsException: 3 for all levels in third row.	1	3	Level Select
48	Level 6 is inaccessible from the level select screen: Console shows ArrayIndexOutOfBoundsException: 3 for all levels in third row.	1	6	Level Select
49	Level 9 is inaccessible from the level select screen: Console shows ArrayIndexOutOfBoundsException: 3 for all levels in third row.	1	9	Level Select
50	Left or Right clicking, then dragging off the tile makes a flag appear to the right of the tile	3	All	Level Select
51	Spec declares right-clicking should do nothing, right clicking a level will select	3	All	Level Select
52	Pressing "Level Select" button with a bunch of games changes the last board to render random mines and random numbers.	1	NA	Menu Bar
53	Score becomes absurdly large (> 4 Million) after trying to restart the level.	1	All	Menu Bar
54	Clicking on Score resets it to 0 until the game field is clicked again. Should do nothing.	1	All	Menu Bar
55	The "Restart Level" option creates a clone of the game in a new field to the right of the current game. Should replace current game.	1	NA	Menu Bar
56	The "Exit" option minimizes the game, but does not close it. Should close and end the game.	1	NA	Menu Bar
57	The "Switch Users" option should do SOMETHING, and should be mentioned in the game instructions. Instead does nothing.	2	NA	Menu Bar

58	The "Restart Level" option creates a clone of the game (level select board) in a new field to the right of the current game. Should replace current game.	2	NA	Menu Bar
59	The "Help" option opens an EMPTY dialog box. Should open a basic help dialog box with helpful text.	3	NA	General
60	Cannot close the application with the 'x'	1	NA	General
61	When you open the application, 2 copies of it open.	2	NA	General