

CMPS 115

Gabriela Medvetska (Product Owner)

Fawaz Chaudhry (Scrum Master)

Juan Lee

Kyungmo Kim

Jonathan Huey

Working Prototype Known Problems Report English with Sammy

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List of functions not working correctly:

1. Website Overall
 - a. Known problems
 - i. No support for all of the browsers
 - ii. No common scaling for all screen sizes.
 - b. input/action that causes failure
 - i. When user trying to use Internet Explorer browser
 - ii. When user trying to use a small screen, like a smartphone
 - c. Location of fault
 - i. We used ES6 grammar such as using 'let' when defining a variable
 - ii. We did not do about flexible design
 - d. Possible action for removal of fault
 - i. Use the module name 'Babel' to solve compatibility problem in Internet Explorer browser
 - ii. Use the bootstrap module to serve flexible design for various screen sizes.
2. Crossword
 - a. Known problems
 - i. In a very rare case, crossword boxes overlap with the navigation bar.
 - ii. Crossword is not scaling properly for small screens.
 - iii. Text mode is not working now (descriptions are not ready yet)
 - iv. Crossword may not exist theoretically, so it won't display the board in the case.
 - v. Database latencies

- b. input/action that causes failure
 - i. When the user trying to use a small screen, like a smartphone.
 - ii. When map generation algorithm fails
 - iii. When data loading from the database is too slow
 - c. Location of fault
 - i. The minimum requirement width of crossword board
 - ii. The board will not be displayed.
 - iii. The display or reaction of web (will be slow due to DB latency)
 - d. Possible action for removal of fault
 - i. We can use a small board with short words
 - ii. Prepare a mathematically possible set of words to generate crossword board or regenerate if the algorithm fails
 - iii. Use a database cache or buy a faster database.
- 3. Matching Letters
 - a. Known problems
 - i. Database latencies.
 - b. input/action that causes failure
 - i. When data loading from the database is too slow
 - c. Location of fault
 - i. The display or reaction of the web (will be slow due to DB latency)
 - d. Possible action for removal of fault
 - i. Use a database cache or buy a faster database.
- 4. Matching pictures
 - a. Known problems
 - i. Database latencies.
 - ii. Pictures are draggable but do not do anything
 - b. input/action that causes failure
 - i. Whenever the picture is changed in the game
 - ii. Dragging the Picture in the game
 - c. Location of fault
 - i. Where the database retrieves values
 - ii. Within the code for allowing elements to be dragged and dropped
 - d. Possible action for removal of fault
 - i. Retrieve the values from the array and add a buffer
 - ii. Redesign the drag and drop such that the picture can also be dragged towards the word

5. Typing racer

- a. Known problems
 - i. If the user typed all words but the user lost all lives already, the game does not finish immediately.
- b. input/action that causes failure
 - i. When the player lost all lives while the last word is moving from left
- c. Location of fault
 - i. fillC1 and fillC2 function checks the number of life when each word loaded on the screen. Therefore, if the last word is loaded on the screen, the game cannot check whether the user lost all lives.
- d. Possible action for removal of fault
 - i. Add additional handler function that checks whether the number of the user's life after the last word is loaded on the screen.