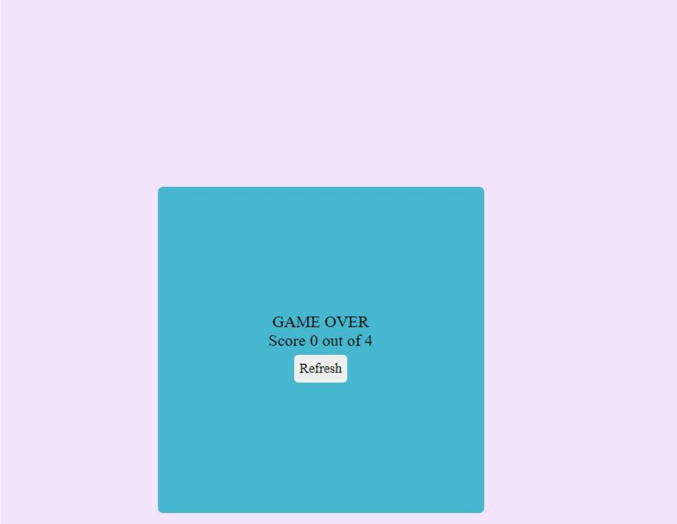
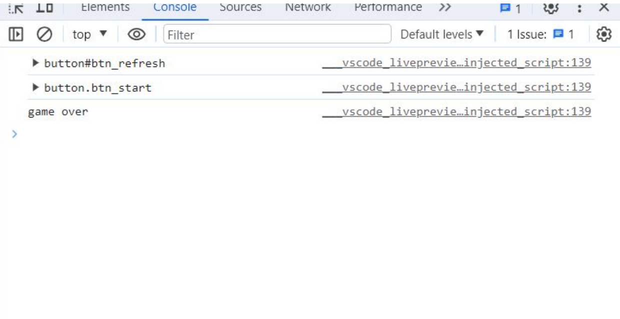
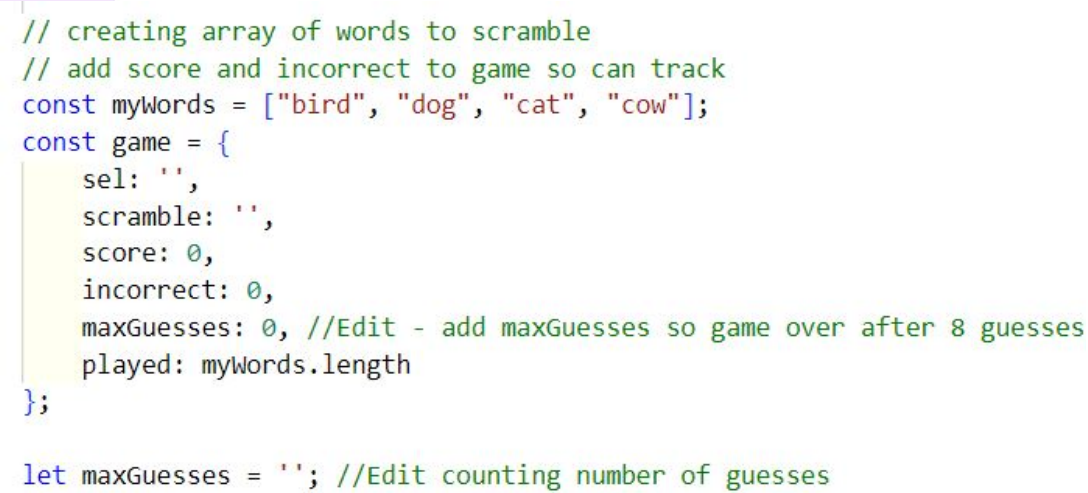
BUG: maxGuesses is undefined.
Fix: Add maxGuesses variable and add code to count maxGuesses.



GAME OVER
Score 0 out of 4

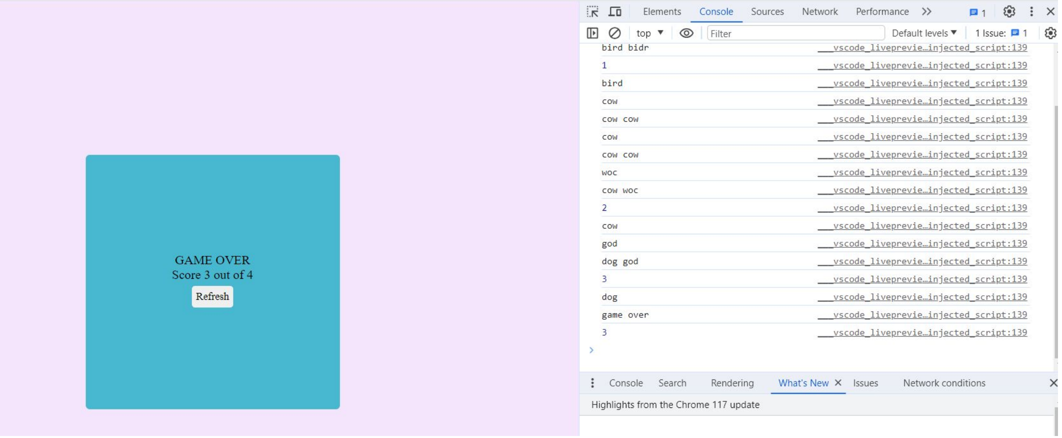


```
▸ button#btn_refresh                    __vscode_liveprevie…injected_script:139
▸ button.btn_start                      __vscode_liveprevie…injected_script:139
game over                               __vscode_liveprevie…injected_script:139
```



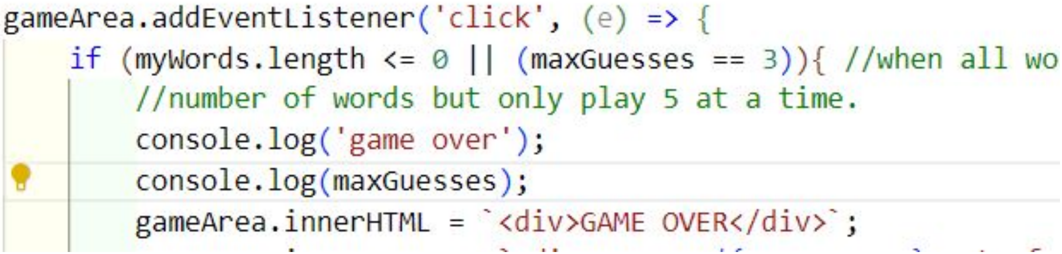
```
// creating array of words to scramble
// add score and incorrect to game so can track
const myWords = ["bird", "dog", "cat", "cow"];
const game = {
    sel: '',
    scramble: '',
    score: 0,
    incorrect: 0,
    maxGuesses: 0, //Edit - add maxGuesses so game over after 8 guesses
    played: myWords.length
};

let maxGuesses = ''; //Edit counting number of guesses
```

Fixed: Counting maxGuesses - test working in console



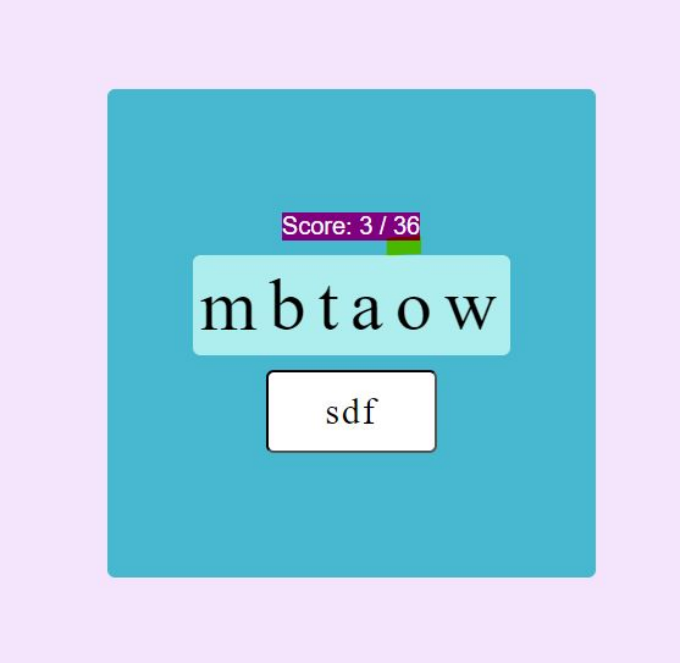
GAME OVER
Score 3 out of 4

```
bird bidr     ___vscode_liveprevie…injected_script:139
1             ___vscode_liveprevie…injected_script:139
bird          ___vscode_liveprevie…injected_script:139
cow           ___vscode_liveprevie…injected_script:139
cow cow       ___vscode_liveprevie…injected_script:139
cow           ___vscode_liveprevie…injected_script:139
cow cow       ___vscode_liveprevie…injected_script:139
woc           ___vscode_liveprevie…injected_script:139
cow woc       ___vscode_liveprevie…injected_script:139
2             ___vscode_liveprevie…injected_script:139
cow           ___vscode_liveprevie…injected_script:139
god           ___vscode_liveprevie…injected_script:139
dog god       ___vscode_liveprevie…injected_script:139
3             ___vscode_liveprevie…injected_script:139
dog           ___vscode_liveprevie…injected_script:139
game over     ___vscode_liveprevie…injected_script:139
3             ___vscode_liveprevie…injected_script:139
```



```
gameArea.addEventListener('click', (e) => {
    if (myWords.length <= 0 || (maxGuesses == 3)){ //when all wo
        //number of words but only play 5 at a time.
        console.log('game over');
        console.log(maxGuesses);
        gameArea.innerHTML = `<div>GAME OVER</div>`;
```

BUG: Only counting correct answers as a guess, if guess incorrectly have indefinite number of guesses.

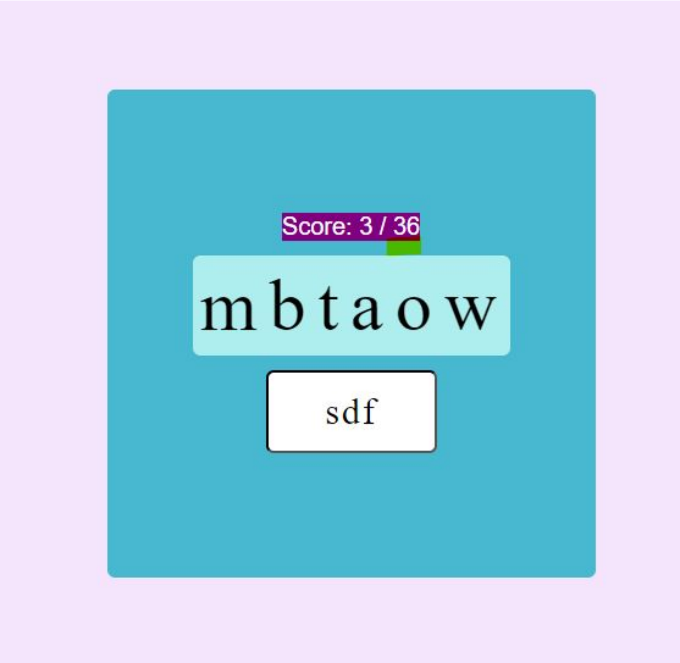


Score: 3 / 36

mbtaow

sdf

BUG: If keep getting word wrong doesn’t move to next word and doesn’t stop game at 5 guesses.

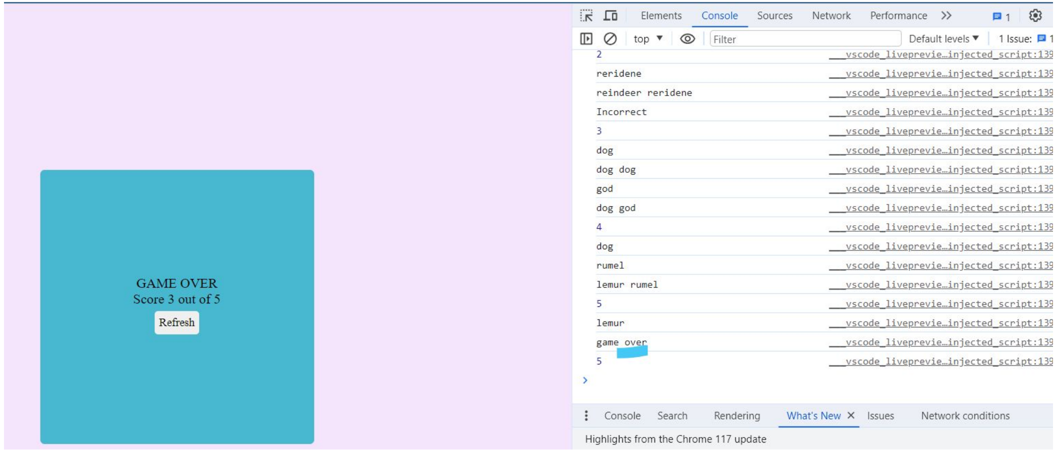


Score: 3 / 36

m b t a o w

sdf

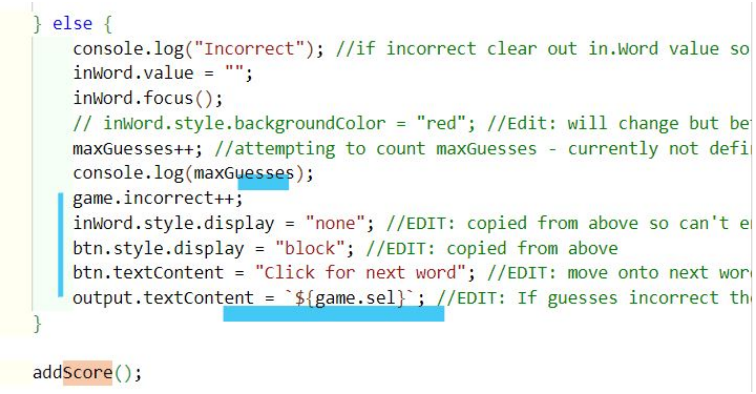
Fixed bug re: unlimited guesses if keep guessing incorrect.



GAME OVER
Score 3 out of 5

```
2                     ___vscode_livepreviein…injected_script:139
reridene              ___vscode_livepreviein…injected_script:139
reindeer reridene     ___vscode_livepreviein…injected_script:139
Incorrect             ___vscode_livepreviein…injected_script:139
3                     ___vscode_livepreviein…injected_script:139
dog                   ___vscode_livepreviein…injected_script:139
dog dog               ___vscode_livepreviein…injected_script:139
god                   ___vscode_livepreviein…injected_script:139
dog god               ___vscode_livepreviein…injected_script:139
4                     ___vscode_livepreviein…injected_script:139
dog                   ___vscode_livepreviein…injected_script:139
rumel                 ___vscode_livepreviein…injected_script:139
lemur rumel           ___vscode_livepreviein…injected_script:139
5                     ___vscode_livepreviein…injected_script:139
lemur                 ___vscode_livepreviein…injected_script:139
game over             ___vscode_livepreviein…injected_script:139
5                     ___vscode_livepreviein…injected_script:139
>
```

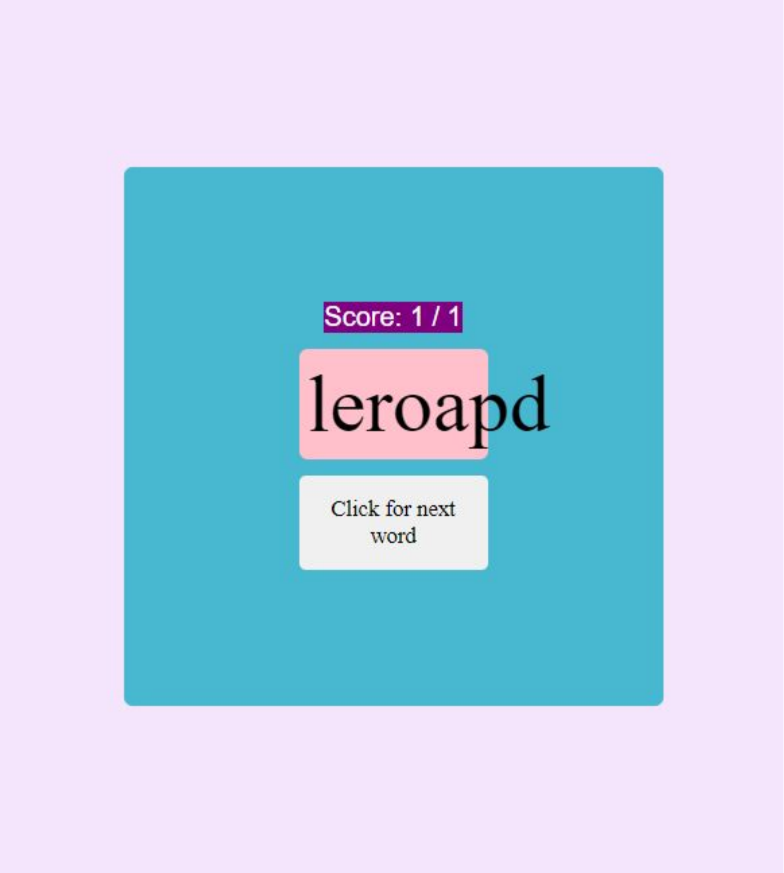
Highlights from the Chrome 117 update

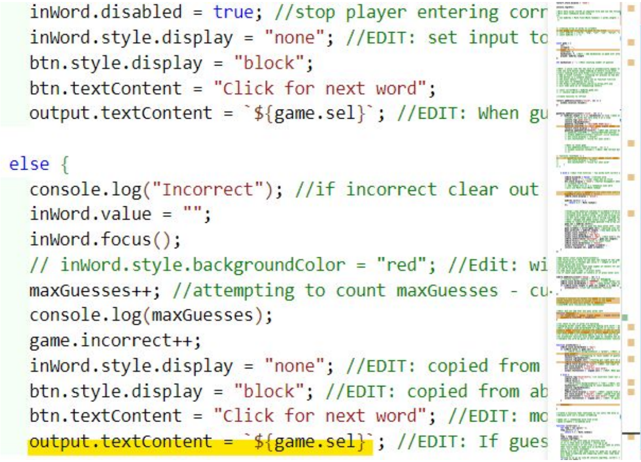


```
} else {
    console.log("Incorrect"); //if incorrect clear out in.Word value so
    inWord.value = "";
    inWord.focus();
    // inWord.style.backgroundColor = "red"; //Edit: will change but be
    maxGuesses++; //attempting to count maxGuesses - currently not defi
    console.log(maxGuesses);
    game.incorrect++;
    inWord.style.display = "none"; //EDIT: copied from above so can't e
    btn.style.display = "block"; //EDIT: copied from above
    btn.textContent = "Click for next word"; //EDIT: move onto next wor
    output.textContent = `${game.sel}`; //EDIT: If guesses incorrect th
}

addScore();
```

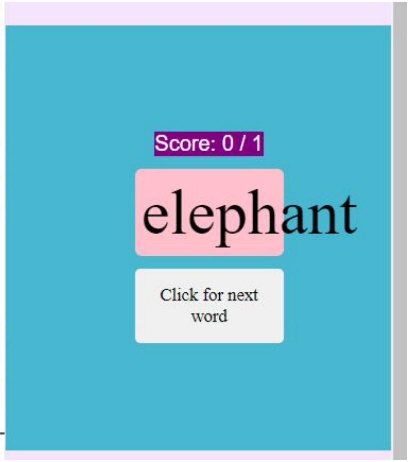
Added same code as for if win and fixed the issue.

BUG: If wrong guess, doesn’t tell player what correct answer was.
Fixed: Added same line of code as when get correct answer.

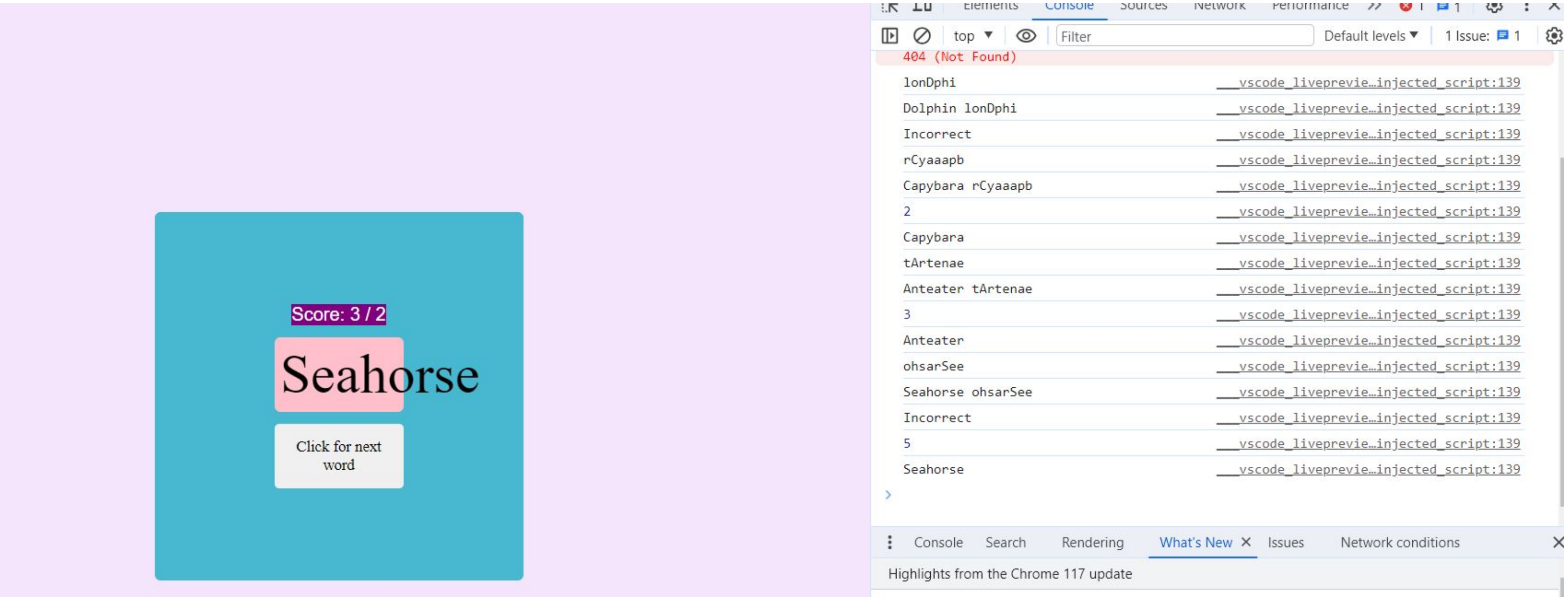




```
   inWord.disabled = true; //stop player entering corr
   inWord.style.display = "none"; //EDIT: set input to
   btn.style.display = "block";
   btn.textContent = "Click for next word";
   output.textContent = `${game.sel}`; //EDIT: When gu

 else {
   console.log("Incorrect"); //if incorrect clear out
   inWord.value = "";
   inWord.focus();
   // inWord.style.backgroundColor = "red"; //Edit: wi
   maxGuesses++; //attempting to count maxGuesses - cu
   console.log(maxGuesses);
   game.incorrect++;
   inWord.style.display = "none"; //EDIT: copied from
   btn.style.display = "block"; //EDIT: copied from ab
   btn.textContent = "Click for next word"; //EDIT: mo
   output.textContent = `${game.sel}`; //EDIT: If gues
```



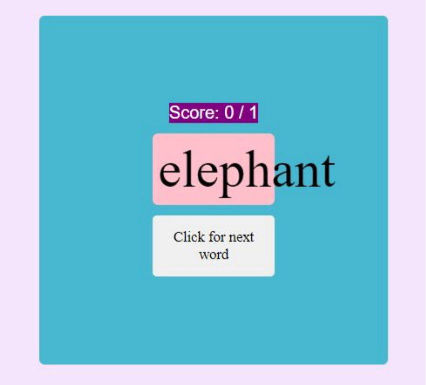
Added array of animals in separate js file.
BUG: Game appeared to stop working.
Notes: inspected using DevTools and showed correct answer as incorrect - game is case sensitive.
Fix: Added .toLowerCase() to make the matching of words case insensitive.



```
404 (Not Found)
lonDphi                    __vscode_livepreview_injected_script:139
Dolphin lonDphi            __vscode_livepreview_injected_script:139
Incorrect                  __vscode_livepreview_injected_script:139
rCyaaapb                   __vscode_livepreview_injected_script:139
Capybara rCyaaapb          __vscode_livepreview_injected_script:139
2                          __vscode_livepreview_injected_script:139
Capybara                   __vscode_livepreview_injected_script:139
tArtenae                   __vscode_livepreview_injected_script:139
Anteater tArtenae          __vscode_livepreview_injected_script:139
3                          __vscode_livepreview_injected_script:139
Anteater                   __vscode_livepreview_injected_script:139
ohsarSee                   __vscode_livepreview_injected_script:139
Seahorse ohsarSee          __vscode_livepreview_injected_script:139
Incorrect                  __vscode_livepreview_injected_script:139
5                          __vscode_livepreview_injected_script:139
Seahorse                   __vscode_livepreview_injected_script:139
```

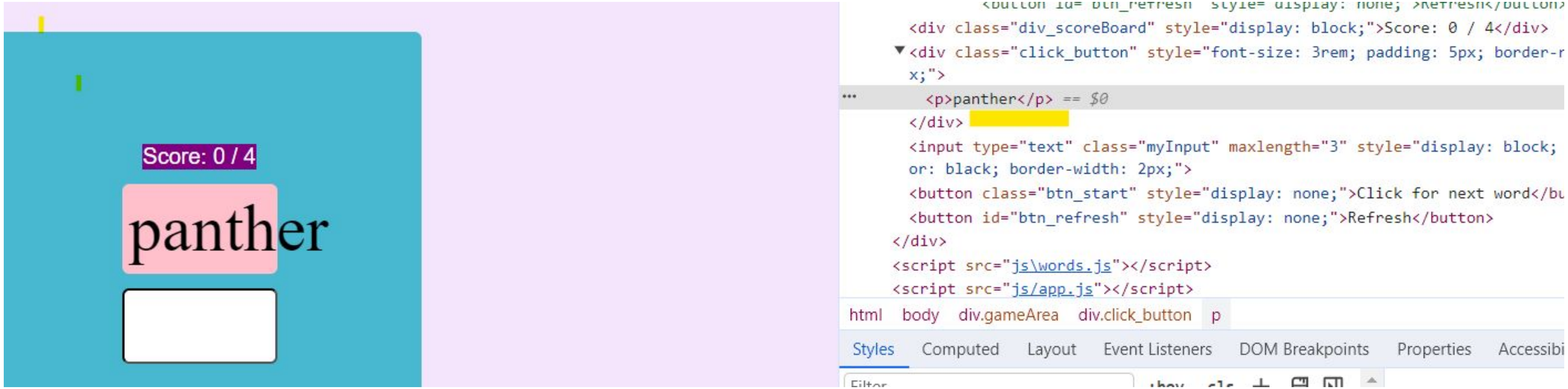
Highlights from the Chrome 117 update

BUG: Added array of more animals (had started with four). Now the target word goes outside of the defined output area.



Notes: The scrambled word needs a separate html element which can be styled.

DevTools: Tried putting the target word inside the output div and into a <p> element - then the scrambled became static and would stopped game play.

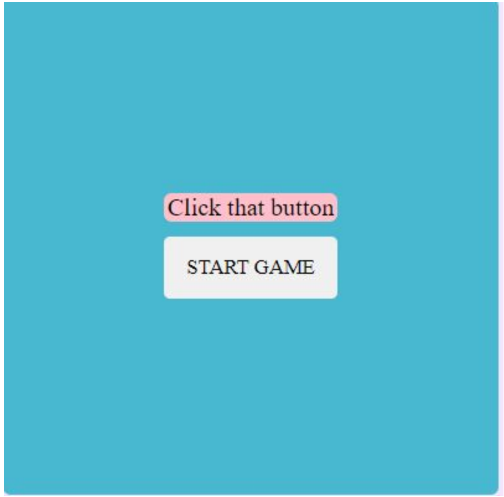


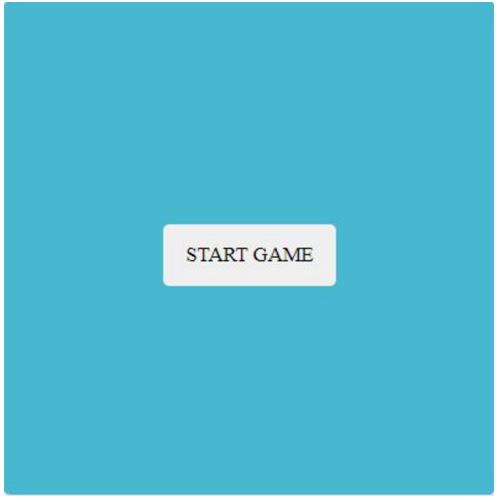
```
      <button id="btn_refresh" style="display: none;">Refresh</button>
    <div class="div_scoreBoard" style="display: block;">Score: 0 / 4</div>
  ▼ <div class="click_button" style="font-size: 3rem; padding: 5px; border-r
    x;">
...   <p>panther</p> == $0
    </div>
    <input type="text" class="myInput" maxlength="3" style="display: block;
    or: black; border-width: 2px;">
    <button class="btn_start" style="display: none;">Click for next word</bu
    <button id="btn_refresh" style="display: none;">Refresh</button>
  </div>
  <script src="js\words.js"></script>
  <script src="js/app.js"></script>
```

BUG: Target Word Outside of Container.

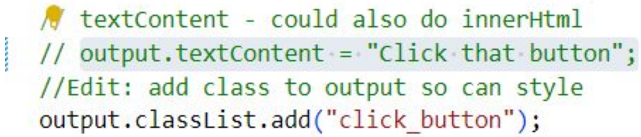
Fix: Change output to display none and remove output.textContent = “Click That Button” as unnecessary - obvious to player to click start button.

Made output variable display: none at start of game.



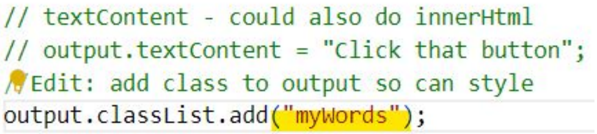


Removed “Click that Buttton”.



```
 textContent - could also do innerHtml
// output.textContent = "Click that button";
//Edit: add class to output so can style
output.classList.add("click_button");
```

Renamed CSS Class for readability and restyled

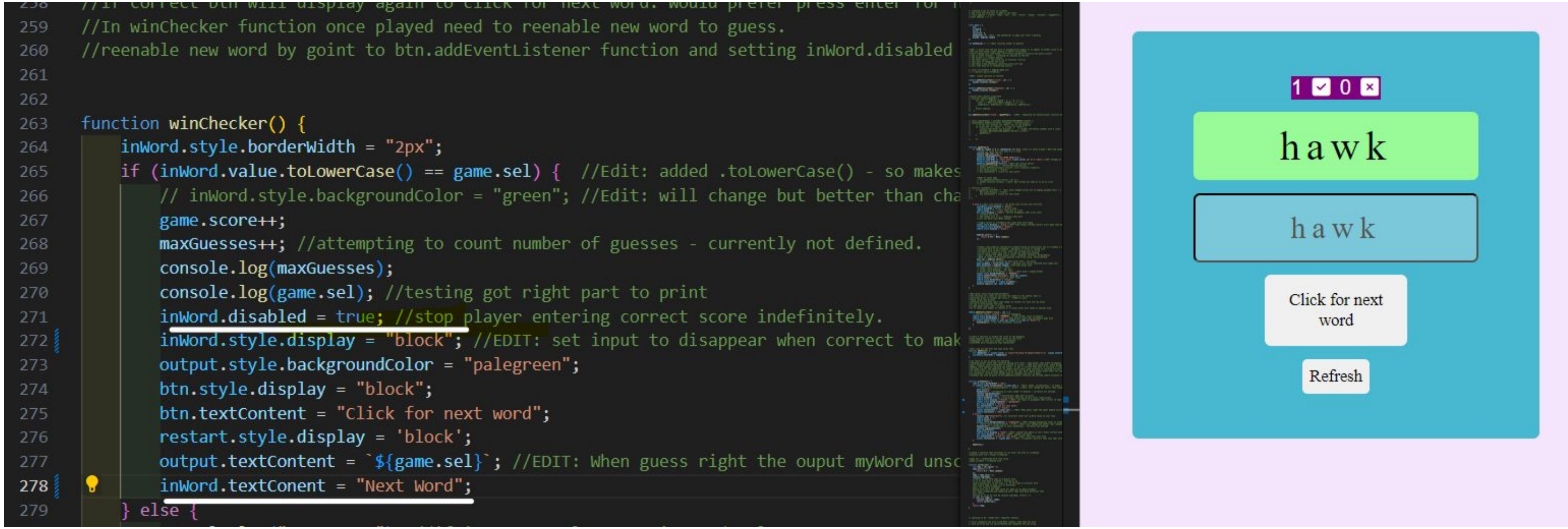


```
// textContent - could also do innerHtml
// output.textContent = "Click that button";
 Edit: add class to output so can style
output.classList.add("myWords");
```

Accessibility BUG: The winChecker() function checks the word without the user needing to press enter.

This causes accessibility issues if tab through game - goes straight to winChecker() function so can’t play. No option for user to make final button press or click to check word.

BUG: Can’t press enter to move onto next word, need to click on button. Not intuitive.



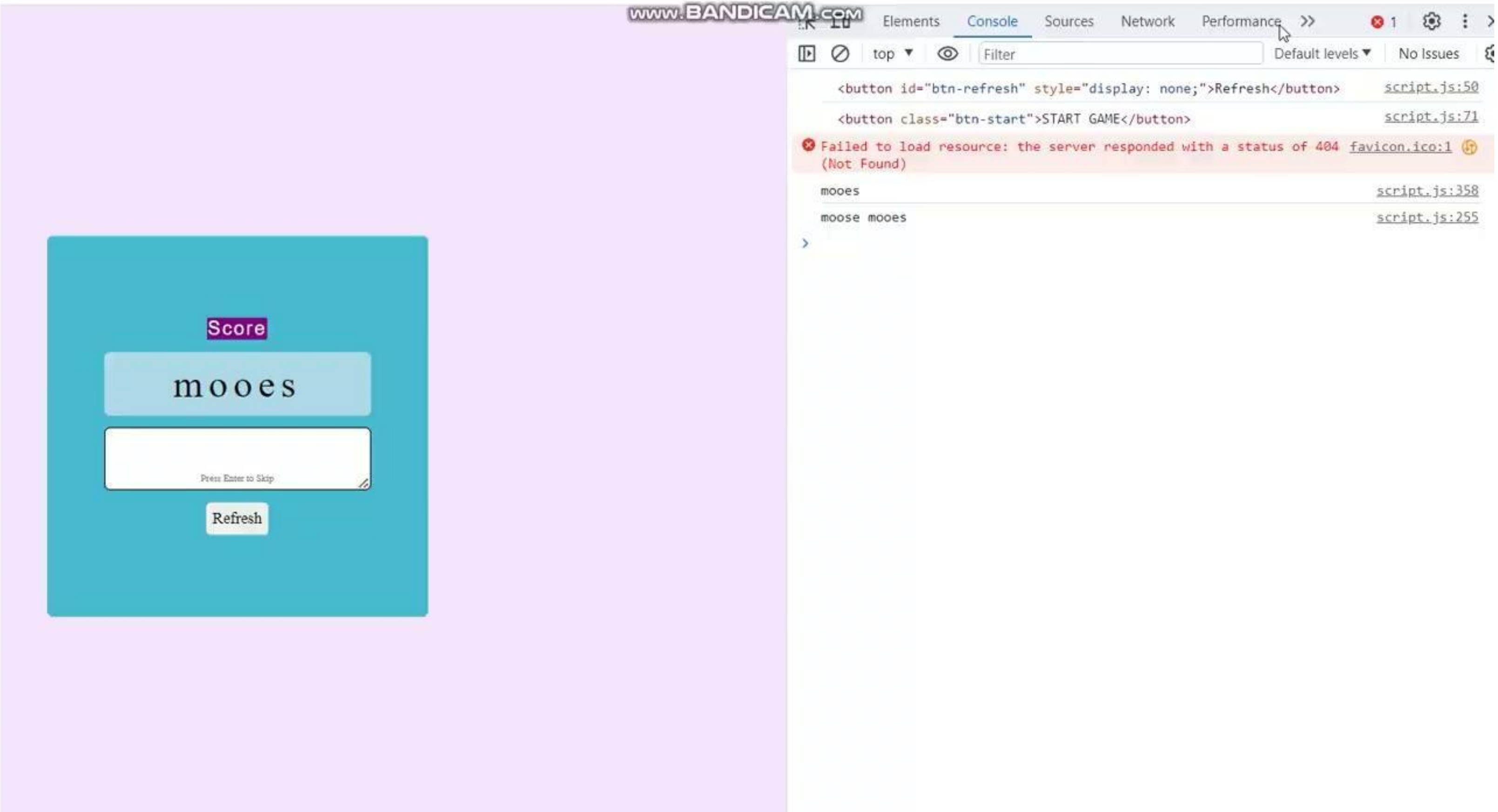
```
//If correct btn will display again to click for next word. Would prefer press enter for n
//In winChecker function once played need to reenable new word to guess.
//reenable new word by goint to btn.addEventListener function and setting inWord.disabled


function winChecker() {
    inWord.style.borderWidth = "2px";
    if (inWord.value.toLowerCase() == game.sel) {  //Edit: added .toLowerCase() - so makes
        // inWord.style.backgroundColor = "green"; //Edit: will change but better than cha
        game.score++;
        maxGuesses++; //attempting to count number of guesses - currently not defined.
        console.log(maxGuesses);
        console.log(game.sel); //testing got right part to print
        inWord.disabled = true; //stop player entering correct score indefinitely.
        inWord.style.display = "block"; //EDIT: set input to disappear when correct to mak
        output.style.backgroundColor = "palegreen";
        btn.style.display = "block";
        btn.textContent = "Click for next word";
        restart.style.display = 'block';
        output.textContent = `${game.sel}`; //EDIT: When guess right the ouput myWord unsc
        inWord.textConent = "Next Word";
    } else {
```

Tried making the input visible throughout, this resulted in two further bugs:

1. The target word persisted and any press on “Enter” resulted in getting an infinite number of correct scores on the same correct guess.
2. The input (inWord) could be displayed but disabled and attempt to add placeholder text to input box “Next Word” did not work.

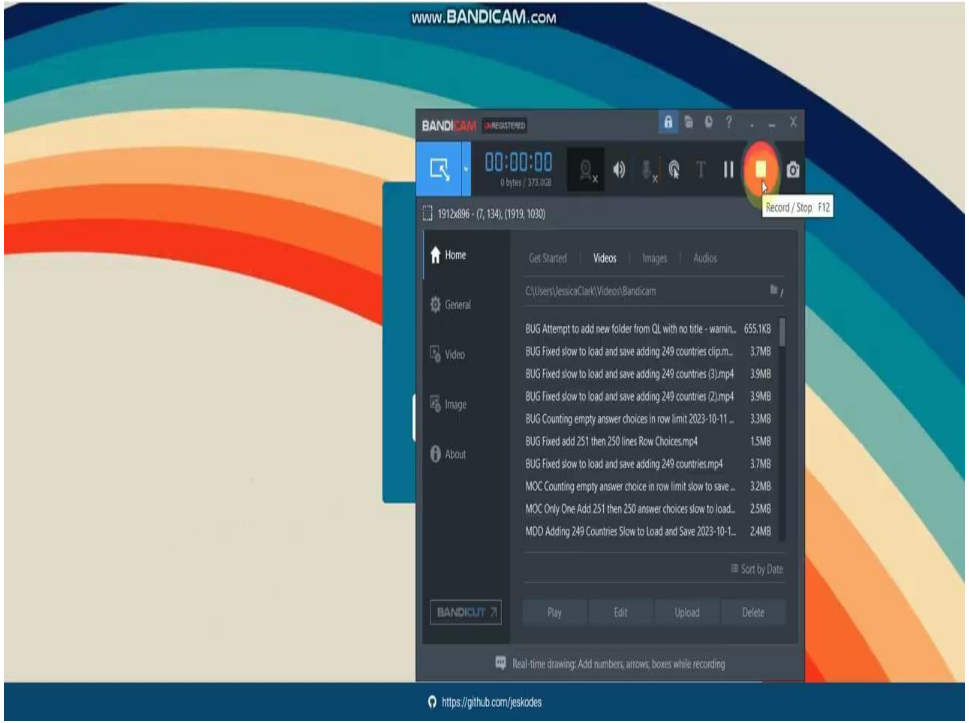
Conclusion: Need to apply EventListener to button to press enter for next word. Could have both buttons visible throughout as well as input box, but input box disabled after correct guess.

BUG - The alignment of the textarea placeholder text changes if get a wrong guess.



```
<button id="btn-refresh" style="display: none;">Refresh</button>          script.js:50
<button class="btn-start">START GAME</button>                             script.js:71
Failed to load resource: the server responded with a status of 404    favicon.ico:1
(Not Found)
mooes                                                                    script.js:358
moose mooes                                                              script.js:255
>
```

BUG - Refresh of page is “jerky”. Need to smooth reload of page.



1912x896 - (7, 134), (1919, 1030)

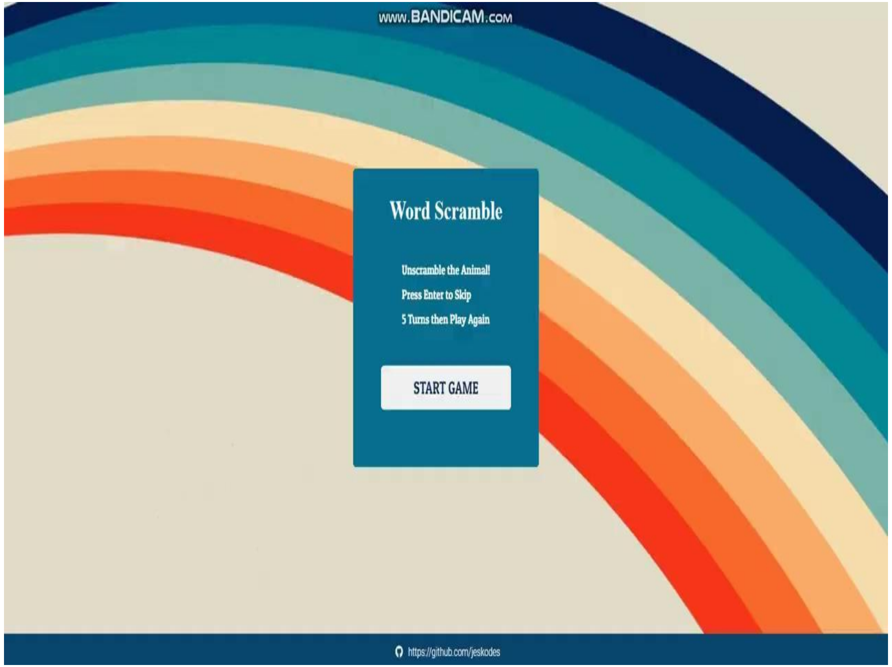
C:\Users\JessicaClark\Videos\Bandicam

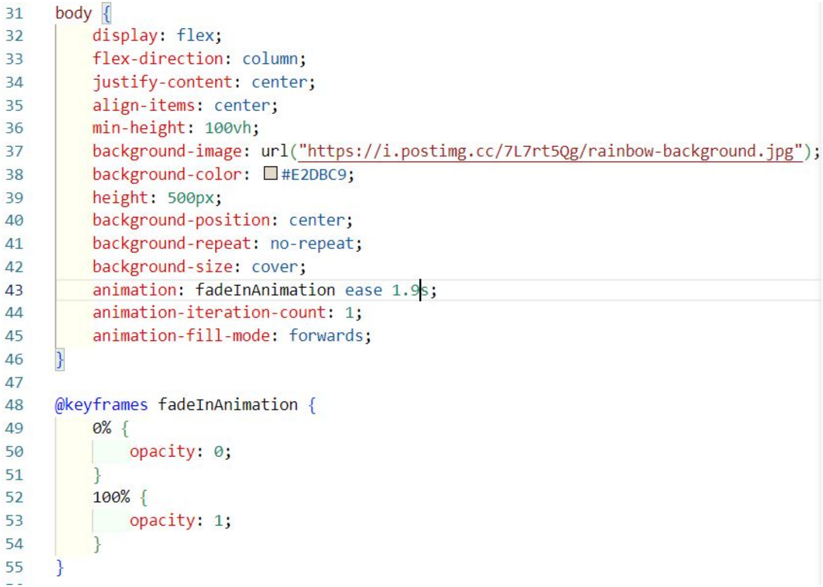
BUG Attempt to add new folder from QL with no title - warnin...	655.1KB
BUG Fixed slow to load and save adding 249 countries clip.m...	3.7MB
BUG Fixed slow to load and save adding 249 countries (3).mp4	3.9MB
BUG Fixed slow to load and save adding 249 countries (2).mp4	3.9MB
BUG Counting empty answer choices in row limit 2023-10-11 ...	3.3MB
BUG Fixed add 251 then 250 lines Row Choices.mp4	1.5MB
BUG Fixed slow to load and save adding 249 countries.mp4	3.7MB
MOC Counting empty answer choice in row limit slow to save ...	3.2MB
MOC Only One Add 251 then 250 answer choices slow to load...	2.5MB
MDD Adding 249 Countries Slow to Load and Save 2023-10-1...	2.4MB

Real-time drawing: Add numbers, arrows, boxes while recording

https://github.com/jeskodes

BUG: “Jerky” page reload. Fixed: Used css transitions and keyframes.





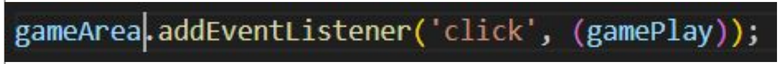
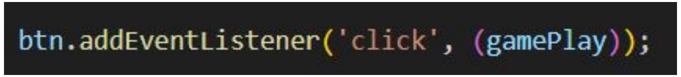
```
body {
    display: flex;
    flex-direction: column;
    justify-content: center;
    align-items: center;
    min-height: 100vh;
    background-image: url("https://i.postimg.cc/7L7rt5Qg/rainbow-background.jpg");
    background-color: #E2DBC9;
    height: 500px;
    background-position: center;
    background-repeat: no-repeat;
    background-size: cover;
    animation: fadeInAnimation ease 1.9s;
    animation-iteration-count: 1;
    animation-fill-mode: forwards;
}

@keyframes fadeInAnimation {
    0% {
        opacity: 0;
    }
    100% {
        opacity: 1;
    }
}
```

User Testing: Phase 1

User	Feedback	Bug	Tests and Possible Fixes
Male, 35 - 45 yrs. Android Phone.	“It’s annoying that if you press in the box it counts it as a go and and a wrong guess - it’s annoying because I want to win”	Pressing enter or pressing in the input box is counted as a wrong guess. The score goes beyond the “5 guesses limit”.	On desktop this happens if you click in the box. There is no response when pressing enter.
	“Can’t press ‘go’ to skip”	The ‘go’ button isn’t functioning in the same way ‘Enter’ or ‘Return’ function on desktop or ios.	Need to specify in EventListener “e.key === 13” so will work on Android. Fixed.
Female 65 - 75 yrs. IOS Phone	“The contrast on the buttons makes it difficult to read”.	The styling of the game is still in development.	The styling will be accessible and congruent and will be tested for accessibility including colour contrast using Axe DevTools and WAVE.
	“I answered incorrectly on purpose and it counted as a correct guess”.	Given the user is on an IOS device, if the guess they make is most of the words of the correct answer, IOS autocorrects their guess and it results in a correct guess.	Set autocomplete = “off”. Additionally set spellcheck =”false”.

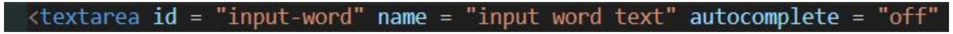
User Testing: Phase 1 BUGS

Bug	Tests	Fixes and Possible Fixes

Pressing enter or pressing in the input box is counted as a wrong guess. The score goes beyond the “5 guesses limit”.	On desktop this happens if you click in the box. There is no response when pressing enter.	Fixed - changed line of code for EventListener:
		From:
		
		`gameArea.addEventListener('click', (gamePlay));`
		To:
		
		`btn.addEventListener('click', (gamePlay));`
		Just targeting button element rather than whole gameArea div.

The styling of the game is still in development.	The styling will be accessible and congruent and will be tested for accessibility including colour contrast.	Run Axe DevTools and Wave to check accessibility.

User Testing Phase 1 BUGS contd.

Bug	Tests	Fixes and Possible Fixes
Given the user is on an IOS device, if the guess they make is one or two letters short of the full word, IOS autocorrects their guess and it results in a correct guess.	This appears to be a bug with IOS - on some words it autocorrects the guess.	Set autocomplete to “off” to prevent this in most browsers.  `<textarea id = "input-word" name = "input word text" autocomplete = "off"` Set spellcheck = false.
Given the user is on a windows Desktop device, they cannot access the button by pressing the “Enter” key.	Add an EventListener to make the Enter key trigger a button click.	Could split game play into more functions so that the specific function can be called with an Event Listener.