# Defect Log

Team 21: Jonathan Poholarz, Aaron Nordhoff, Andrew Ring, Rohan Swaroop, Khanh Quoc Tran

| Defect No. | Defect | Output Before Seeding | Output After Seeding | Suggested Correction | Severity |
|---|---|---|---|---|---|
| 1 | Ban doesn't check number of actions player has taken | If player has taken 4 actions, do not allow them to ban any more | Player can ban an infinite number of times | Add check at the beginning of banMeme function | Moderate |
| 2 | Filter does not update the player's actions remaining count | If player creates a filter for a meme, decrement the number of actions the player has remaining for that turn | Player can create a filter without using an action | Decrement actionsRemaining and add call to setActionsRemaining at the end of developMemeFilter | Moderate |
| 3 | Twitch's adjacency list is set to Twitter's | Player can from from Twitter to its adjacent locations, or from Twitch to its adjacent locations | Player can move to Twitter's adjacent location from Twitch, and nowhere adjacent from Twitter | Make sure Twitter's adjacencies are attributed to Twitter, not Twitch | Moderate |
| 4 | Banning memes can go negative | If a meme is at zero cubes in a given location, the game will return an error if the player attempts to ban it | If a meme is at zero cubes in a given location, the game will decrement it to negative numbers | Add a check in banMeme that returns an error if the meme cube counter is at zero | Moderate |

| 5 | Game does not parse commands that contain capital letters | Game will convert all inputs to lowercase and return no errors | Game will not convert any inputs, and returns errors if commands are not all lowercase | Convert all inputs to lowercase at the start of Parser | Low |
|---|---|---|---|---|---|
| 6 | Card indexing for the give and take commands starts at 0 rather than 1 | Giving or taking a card requires using the indexing returned by the cards command, and returns no errors | Giving or taking a card requires using 0 indexing, and returns errors or gives/takes the wrong card if 1 indexing is used | Subtract 1 from the input taken by parser before running shareCards | Moderate |
| 7 | Moderator role benefits don't work | If player is a moderator, when banning a meme, that meme is removed entirely from the site | Moderator role has no benefits; behaves as if no role was selected | Add a check for if the current player has the Moderator role in banMeme | Low |
| 8 | Accessing locations across the board does not discard the cards used in the movement | Cards are removed from player's hands | Player retains cards that should be removed | Depending on movement type, remove cards used in that movement from the player hands | Moderate |
| 9 | The maximum count of CMCs of 6 is ignored | After a 6th CMC is built, additional building attempts are not allowed | The player may build as many CMCs as they want to | Insert a check for the current count of CMCs and prevent more calls if at the max | Moderate |
| 10 | When the outbreak counter reaches 8, | The Outbreak counter | Outbreak counter now | Create a check for when the | Moderate |

| | | | | |
|---|---|---|---|---|
| | the game is not lost. | displays 8/8. A game over message is displayed and user is prompted to return to main menu. | keeps incrementing past 8. Game continues as normal. | outbreak reaches 8 or above. | |
| 11 | No cap on player cards in hand | An error message is displayed to the user requesting the user to discard 1 or 2 cards before drawing | Player can hold an unlimited amount of cards, but can still only draw two cards per turn | Conditional that checks if the current player already has 6 or 7 cards | Moderate |
| 12 | If there are four players, player 4 is always skipped | At the end of player 3's turn, currentPlayer increments to player 4 | At the end of player 3's turn, currentPlayer returns to the first player | When looping through players, allow the loop to reach player 4, instead of returning to player 1 after player 3 | Moderate |
| 13 | Load game option in the main menu is disabled | At the main menu, inputting "2" prompts the user for the game save file to load | At the main menu, inputting "2" has no effect, and the player is prompted to input 1-3 again | In the conditional checking the user's input, allow the strings "1", "2", or "3" | Moderate |
| 14 | Player cards are printed on the game board twice | When printing the board, the number of player cards remaining is printed once | When printing the board, the number of player cards remaining is printed twice | Ensure that the function call to printPlayerCards does not loop | Low |
| 15 | The wrong player | When | When | Retrieve the | Low |

|  | role is displayed on the game board | printing the board, the current player's role is printed | printing the board, the role "Professor" is printed, regardless of the current player's role | current player's role before the print statement, rather than using a hard-coded value |  |
|---|---|---|---|---|---|
| 16 | Players may used the same held card multiple times in filter attempts | Players are given a rejection message if they used the same card multiple times | The player can filter a meme with as few as 1 card | Insert checks for any of the two cards being equal to one another | Moderate |
| 17 | Players can filter a meme with cards from outside that meme's region on the board | Cards of different regions used together produce an error | Different region cards ban filter the meme of the first card | Check if the cards are of differing regions before creating the filter | Moderate |
| 18 | Accessing adjacent locations moves the player but gives the wrong return message | Accessing an adjacent location tells the user they were successful | Accessing an adjacent location gives a failure message | Change the return value when handling movement | Low |
| 19 | Player names are not assigned during game setup | Player names are requested in setup and show up during the game | All player names are stuck at the default value "testman" | Set the value of the player name during game setup | Low |
| 20 | Banning a filtered meme produces errors | Banning a filtered meme will reduce the meme level to 0 in a location | Banning a filtered meme tells the player that the meme has been eradicated | Make sure that filtered memes are not set to eradicated so ban handles the request correctly | Moderate |
| 21 | The role of Firewall | The user can | If the user | When players are | Moderate |

| | no longer works. | select the role and the role is checked and works normally. | selects the firewall role, they are actually selecting a "not" firewall role which does nothing. | selecting role, have the parser correctly convert to the correct role. | |
|---|---|---|---|---|---|
| 22 | Epidemic cards do not cause infections. | When an epidemic card gets drawn, an infection event gets called which could recurse. | When an epidemic gets drawn, nothing happens and the game proceeds. | When an epidemic card is drawn have it call the infection functions. | Moderate |
| 23 | Users can create filters anywhere on the board instead of at a site with a CMC. | When calling filter at a site without a CMC an error message displays and the action is not taken. | Calling the filter action is allowed anywhere a filter for the meme is created and the game proceeds. | Create a condition which checks if the user is at a site which has a CMC built. | Moderate |
| 24 | Users can choose a role outside of the range. | When a user enter a number outside the range, the message to select is prompted again. | The game accepts inputs -1, 0, or 7 for roles and proceeds with the game. | Fix the condition which checks for the correct range. | Moderate |
| 25 | The command to start a new game does not work. | Typing the "new" command would quit the current game session and return to the | Typing the "new" command would alternate displaying a number 1 and does not | Fix the return statement when for the "new" command. | Moderate |

| | | main menu. | take the game to the main menu. | | |
|---|---|---|---|---|---|

Low - game still plays correctly
Moderate - gameplay is affected
High - gameplay is broken