VORMUND

Black Box Defect Log

Team 6

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Sign-up/Login Window:

Defect #	Defect	Severity
1	Password field in the sign up window is shown in plain text.	S2
2	Inputting two different passwords for both password field and confirm password field will not give an error in the sign up window. Only the first password inputted will be saved and needed for login in.	S1/S2
3	Clicking Cancel button in the sign up window will open the game window anyway, however the game instance will not be associated with any existing user account.	S1/S2
4	After creating a new user in the sign up window, the game window opens, then by clicking on switch user, you will return to the sign up window.	S3
5	Clicking switch user in the game window after creating a new user will still show the previously inputted confirmed password.	S2
6	Password field in the login window is shown in plain text	S2
7	Click Cancel button in the Sign in Window, it will open the Game Window either way with the previously signed user.	S1/S2
8	Username and Password fields in the Login Window will not be cleared if Cancel button is clicked and then Switch User is clicked inside the Game Window.	S1/S2
9	If 2 instances of Dungeon Explorer are open, you can login as the same user on both	S3

Game Window and Board:

Defect #	Defect	Severity
1	Some enemies are stuck in the walls (non-accessible areas) of the game board	S2
2	Running into a stationary enemy and choosing to fight never ends, always says you won and gives you the option again	S2
3	In level 3, enemies run off the game board	S3
4	Using doors does not penalize the user - score remains the same	S3
5	After exiting the game board, the scores do not update in the Personal Bests section	S2
6	Levels are not displayed in the game window	S3
7	In certain levels, the character spawns in another location other than the entrance	S2
8	You can complete a level while in a fight	S2
9	In level 6 one enemy doesn't acknowledge the walls	S3
10	On level 9, it is possible to fight an invisible enemy	S3
11	Contrary to the intended functionality of the game, the player can move during battles	S2
12	There is an enemy that doesn't move on level 2	S3
13	Enemies continue to move even when they are in battle	S2
14	Door in level 1 is invisible	S3

15	Your score can go negative	S3
16	Fight dialogue appears when an enemy is not touched	S2
17	Some how your health can go negative	S2
18	The character doesn't engage in battle when colliding with some enemies	S3
19	In level three there is a part where the player should be able to travel but can't. Might be an invisible wall	S2
20	The doors don't disappear when walked past	S3
21	After you have won a fight against an enemy and select "Restart" from the game board menu, the level does not restart.	S1
22	The user's health bar does not update correctly. Instead of consistently decrementing, it switches between adding and taking away health points.	S2
23	When playing with hard difficulty, the player should only be given 2 lives. (3 lives are currently given.)	S3
24	When the user's health reaches zero, the life count should decrement. Instead, the life count decrements when the health points switch from a negative to a positive value.	S1
25	Once the life count reaches zero, the player is able to walk through enemies without confronting them. Also, the game does not exit.	S1
26	Difficulty level does not affect the penalty factor applied to a user's score when a shortcut door is used.	S1
27	The user never gets teleported back to the starting point for the level when the health is zero.	S2

28	The treasure meant to increase the maximum user health points are invisible in all levels.	S1/S2
29	When a user confronts an enemy and chooses the option to run away, only 100 health points are deducted from the user's HP-remaining total. (The user should lose 200 HP for running away.)	S2
30	The treasure meant to increase the maximum user health points does not exist in the first level of the game.	S1/S2
31	In the third level with easy difficulty, when the door is touched by the character, no points are deducted as a penalty from the user's score.	S2
32	Users can refocus/click on the game board window during an enemy encounter, allowing them to skip it	S2
33	User can exit the fight window, allowing them to become invincible the rest of the game	S1/S2
34	Some enemies are stationary	S3
35	In some levels, running into enemies does not do anything. There is no penalty.	S2
36	There is no difference in enemy speed between different levels of difficulty.	S2
37	The game board window can be resized to whatever resolution the user wishes, which can cause rendering issues	S2/S3
38	When starting a new level, if your health is negative, you will fight the first enemy, then no other.	S2
39	Can exit from a run or fight and take no score or health penalty if the score is >= 0	S2
40	After exiting from a fight/run, you can not be attacked by an enemy after	S2

41	When restarting the game on the same difficulty, without restarting the application, the state from the last game remains the same, but the enemies respawn	S2
42	If there is a square of 4 places you can stand, you can only stand in the corners or edges, not in the middle	S3
43	Some levels are missing walls	S3
44	The game panel starts significantly larger than the play area	S3
45	If you go through a door on one of the levels, the door does not disappear and your score constantly decreases until you stop touching the door	S2
46	You score decreases more rapidly if you stand in the center of a door rather than on the side	S2
47	A popup says that you beat the game, but the game continues through levels and you can walk through doors and enemies.	S2
48	Sometimes you fight an enemy and they do not disappear. After this, you can walk right through them.	S3
49	Occasionally a fight occurs when no enemy is around.	S2
50	If multiple game screens are open, the games freeze	S1
51	Clicking a menu item 2 times in a row will make it function	S3
52	You can never lose when fighting an enemy	S2
53	The screen glitches, the enemies no longer move, and the player's character disappears	S2

54	If there is space you can move to at the top of the board, your character can move slightly off the board	S3
55	When moved slightly above the board and you press down, you make a bigger space movement than normal.	S3
56	Once an enemy has slightly moved past you, if you move towards it perpendicularly you'll be engaged in a fight	S3

Game Board menu system:

Defect #	Defect	Severity
1	Multiple difficulty levels are allowed to be selected; do not behave like "real" radio buttons	S2
2	Global scores do not display correctly. Other accounts with higher scores are not displayed.	S2
3	The buttons/labels are not responsive, i.e. the components do not resize along with the resizing of the whole window. This causes rendering issues and decreased visibility of form components when shrunk.	S3
4	Negative scores are ranked higher than larger scores	S3
5	When the "Back" button is selected on the game board menu, the game is paused instead of terminated.	S1/S2
6	Scores of zero are recorded	S3