<p align="center">**Working Prototype Known Problems Report**</p>

Product Name: Tetris X

Team Name: Spirits

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List of functions not working correctly:

1. For all three difficulty levels, the game might stuck when the piled block reaches the maximum height. The user has to press down button to make it end and jump to Game Over page.

Possible fix: the function for jump to Game Over page is called after the function for uploading score to the Firebase. The uploading process requires time, therefore, it will have a lag after the Game is over. During this lag time, the block is still generating and falling, which causes wired issues for not ending. It might be fixed by calling the uploading function during the Game Over scene.

2. The block might stuck into the the wall during some rotation movement. After testing, we found it is very unlikely to take place.

Possible fix: rebuild all blocks to change the rotate center. Make the block rotate without entering to a new horizontal area which would avoid this issue.

3. The ranking function is not working by clicking on the "SHOW SCORE DETAIL" button on the Game Over page.

Possible fix: After game is over, the game uploads the user score to the Firebase database. Then, database sends data back the ranked data in a type named DataSnapshot. We were not able to convert the DataSnapshot type to string type since it is an unique type used by

the Firebase server. As a result, we cannot use the converted string to print on the Game UI object. The issue can be fixed by using Firebase functions to unpack and convert DataSnapshot type. However, we cannot find related official instructions on Firebase website on converting the type. Therefore, we did not achieve this user story in the end.