

Defect Log

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Defect No.	Defect	Output before Seeding	Output after Seeding	Suggested Correction	Severity
1	Statistics page does not display game time in seconds	Time in seconds	Time in nanoseconds	Either change time unit directly by dividing or use Time object to convert it	1
2	Statistics page used ugly ArrayList toString method to display PlayerTypes	Parsed list of PlayerTypes separated by commas	ArrayList list.toString()	Create a function to parse the ArrayList of PlayerTypes for better formatting on the Stats Page	1
3	Stats Page display Miss Percentage instead of Hit Percentage	Both percentages are displayed appropriately in their respective columns	Miss Percentage is displayed twice	Check that hit and miss percentages being displayed add up to 1 (with some margin of error due to rounding)	1
4	Wrong PlayerStat was being used to add game data when the user lost	User's game data was added to the database when the user won/lost	Computer Player's data was being added to the database when the player lost	Check that PlayerType of PlayerStat is a HumanPlayer (not AI) before adding to DB	1
5	Hit percentage is displayed as an untrimmed double in the Statistics page	Percentage of the format ("##.##")	Untrimmed double ("##.####...")	User NumberFormat object of String.Format to trim the double to the appropriate length	1
6	User is still able to stay on main menu page after clicking logout button.	Redirects to login page.	Stays on current main menu page.	Route to the login page after the user instance is logged out.	1
7	User is able to start a new game without entering username	An alert should appear when the user	No alert appears and the user is	Add a condition to check if the username field is empty in New	1

		has an empty username.	able to start a game without the username field.	Game Module.	
8	User is able to start a new game without adding a victory message.	Shows an alert if the victory message is empty.	Shows no alert when the user enters an empty victory string.	Alert user to insert a victory message.	1
9	Clicking the settings button on main menu routes to the about page.	It should redirect to the "Settings" page.	Redirects to "About" page.	Route to the respective page of the button that is clicked.	1
10	Clicking the about button on main menu routes to the settings page.	It should redirect to the "About" page.	Redirects to "Settings" page.	Route to the respective page of the button that is clicked.	1
11	New Game Menu allows user to place diagonal ships	only allowed adding horizontal and vertical ships	Allows placing diagonal ships	Add check to add ship login in new-game.component.ts	1
12	New Game Menu displays wrong number of spaces to place for battleship	prompt user 5 spaces for the battleship	Prompts user to select 4 spaces for the battleship instead	Check logic in place ships functionality in new-game.component.ts	1
13	New Game Menu select number of players has no effect on the Application, game always loads with one	Should load a game with n grids based on the selected amount of users	Always loads a game with only one opponent.	Check to make sure the form field is properly bounded and being set in the request object.	1
14	Player statistics for number of turns played is always 0.	The statistic for number of turns should equal the number of turns the player plays on average.	The statistic simply outputs 0 at all times.	The statistics is not being incremented at the execution of every turn by the player.	1

15	Player hits a target, but his/her view of the opponents board does not show a hit.	The player should see the correct view of the opponent board (nothing, except the cells he/she has already hit).	The player always sees nothing regardless of what he/she hits.	The Player's internal map of opponents is not being updated.	1
16	Selecting a ship to move forward in game causes it to move backward	Cause the ships to move forward	Causes the ship to move backward	Check if the backend reconciles ship movement correctly.	1
17	User ships do not turn purple when they are sunk	User ships turn purple when they are sunk	User ships are only black when they are sunk	Check to make sure the sunk coordinate info is being put into the requests being sent from the backend.	1
18	In a game with one user playing against two bots, a bot who is defeated (but the game is not over) will keep making moves.	Once an opponent's ships are all sunk, they should no longer have an affect on the game.	After one of the two opponents was sunk, there were still being two opponent moves displayed to the user.	Check to make sure there is a isDefeated() check for each user before they do a move.	1
19	When a User selects a coordinate to fire, the wrong coordinate is hit.	The correct coordinate (x,y) will be hit on the opponent's board.	The incorrect coordinate (y,x) will be hit on the opponent's board.	Make sure that point reconciliation is correct since all Cell[][] objects in Map class are row by column and thus require inverted input.	1
20	When an AI bot is generated it's ships are generated incorrectly (it's is missing a ship).	The correct set of ships will be spawned and randomly placed for the AI.	The AI will be missing a single ship from his set of 5 ships.	randomPromptShips() will generated an AI's ships by iterating through all CellType's but if the CellType is compromised then it will miss a ship.	

21	Dark mode does not persist after playing a game	When going home after a game, the main menu and all other menus are in dark mode	When going to the home page after being in the game window, dark mode is turned off except for the navigation bar	Make sure the setting for dark mode is not altered by Game Window	1
22	Timer counts in seconds instead of formatting to "<minutes>:<seconds>"	When game timer is turned on, the time count is formatted to display minutes and seconds	When game timer is turned on, the time count is displayed as seconds	Format output before displaying to user	1
23	Dark mode does not apply to timer	When going into a game with dark mode and timer turned on, timer color and format match the rest of the page	When going into a game with dark mode and timer turned on, timer color is white while the rest of the page is in dark mode	Apply dark mode to timer container as well as the rest of the page	1
24	Full screen mode deactivates when going into the new game component	Full screen should stay active until it is turned off by pressing "esc" key	Full screen turns off when the user enters the new game component	Add full screen support to new game component	1
25	Dark mode doesn't apply to statistics component	Dark mode applies to all parts of all components	Dark mode applies to all components except for statistics	Add a container to the center portion and apply dark mode to that and all of its children	1