

Defect Log

Team 20 | Thomas Chen, Kelvin Choi, Scott Merritt, Aaron Althoff, Dan Morton

| 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 is clearly not in seconds | Either change time unit directly by dividing or use Time object to convert it | 1 |
| 2 | Statistics page displays list of of PlayerTypes with a trailing comma | List without comma at the end | List with comma at the end | Create a function to parse the ArrayList of PlayerTypes for better formatting on the Stats Page | 1 |
| 3 | Statistics page does not display correct Hit/Miss Percentages | Both percentages are displayed appropriately in their respective columns | Wrong percentages are displayed | Check that hit and miss percentages being displayed add up to 1 (with some margin of error due to rounding) | 1 |
| 4 | Statistics Page always displays User as the Winner | Correct Winner was displayed | Only User is displayed as the winner regardless of losing the game | Make sure to check if the player was victorious before setting them as the Winner of a game | 1 |
| 5 | Hit/Miss Percentages are not in the correct format | 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 has an empty | No alert appears and the user is able to start a | Add a condition to check if the username field is empty in New Game Module. | 1 |

| | | | | | |
|----|---|---|--|--|---|
| | | username. | game without the username field. | | |
| 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 statistics page. | It should redirect to the "Settings" page. | Redirects to "Statistics" page. | Route to the respective page of the button that is clicked. | 1 |
| 10 | Clicking the statistics button on main menu routes to the settings page. | It should redirect to the "Statistics" 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 two | 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 | Can place ships on | The player | The player can | The Player's frontend | 1 |

| | | | | | |
|----|---|--|--|---|---|
| | top of each other on the frontend | should not be allowed to place overlapping ships on the front-end | place overlapping ships | view needs to validate input of overlapping ships | |
| 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, all user attacks are marked with the following scheme. Hit: Yellow Miss: Red | Misses show as black Hits show as yellow | Hits show as black Misses show as Red | Check to make sure the appropriate colors are being assigned when rendering the responses on the Game grid.1 | 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 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 | Make sure the setting for dark mode is not altered by Game Window | 1 |

| | | | | | |
|----|--|--|--|---|---|
| | | | navigation bar | | |
| 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 |