**CS408: Seeded Defects-Log**

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| **Defect No.** | **Defect** | **Output Before Seeding** | **Output After**  **Seeding** | **Suggested Correction** | **Severity** |
| 1 | Leaderboard button takes you to the game | Leaderboard button takes the player to the leaderboard | Leaderboard button takes the player to character select | Pass the string ‘leaderboard’ to the scene.start function in the leaderboard pointerup | 2 |
| 2 | Start button takes you to the leaderboard | Start button takes the player to character select | Start button takes the player to the leaderboard | Pass the string ‘char\_select’ to the scene.start function in the char\_select pointerup | 2 |
| 3 | Back button in the leaderboard doesn’t go anywhere | Back button takes the player to the menu | Back button doesn’t function | Add this.scene.start(‘menu’) in the back button pointer up function | 2 |
| 4 | Selecting the wizard makes you become the knight | Selecting the wizard will start the game with the wizard character | Selecting the wizard will start the game with the knight character | Make the character selected variable be player instead of playerKnight | 2 |
| 5 | Selecting the knight makes you become the wizard | Selecting the knight will start the game with the knight character | Selecting the knight will start the game with the wizard character | Make the character selected variable be playerKnight instead of player | 2 |
| 6 | You can buy the max health upgrade from the shop and it takes 0 money from info graphic | The max health upgrade cost 200 and decreases info graphic by 200 | The health upgrade has no shown cost in info graphic | Add -200 to this.gold in the game.event goldByShield | 3 |
| 7 | Mute button unmutes | Mute button mutes the sound | Mute button unmutes the sound | Alter the text change upon clicking the Mute/Unmute button | 2 |
| 8 | Max health initially show SOLD but when reopening the shop it shows it can be bought still | The player can only buy an max health one time and it will show SOLD on that item | The player will buy the item and it will initially show sold but then will go back to showing it can be bought | Add in if statement right after text 1 is set checking if shieldBought is true then set text to sold | 2 |
| 9 | The speed upgrade costs 50 more than it's supposed to | The speed upgrade costs 100 and it says it costs 100 | The speed upgrade costs 150 when it says 100 | Change the gold >= 150 if statement to 100 in the speed.on function | 3 |
| 10 | The health refill upgrade gives you 5 more health than it's supposed to. | The health refill upgrade gives the player his max health amount | The health refill upgrade gives the player 5 more than their max health | In game event goldbypot remove the +5 from the added hp | 3 |
| 11 | Wizard can teleport onto terrain | If the wizard teleports onto terrain they get put in the middle of the screen | The wizard is teleported into the rock | Change the wizards position upon overlap with terrain via Phaser Arcade Physics so he is not under terrain after teleport | 2 |
| 12 | Unmute button mutes | The unmute button unmutes the game | The unmute button mutes the game | Alter the text change upon clicking the Mute/Unmute button | 2 |
| 13 | The knights W ability does no damage | The knights W ability does damage to all nearby enemies | The knights W ability does no damage to nearby enemies | Change the null in physics.add.overlap to the enemies[i].enemy | 2 |
| 14 | Q and E buttons activate the wrong ability | The Q button activates the Q ability, the E button activates the E ability | The Q button activates the E ability, the E button activates the Q ability | Change the active listener | 3 |
| 15 | The health power up doesn’t add any health | When the health power up is picked up it should give +5 health unless +5 goes over max health then it will be set to max health | Health power up gets picked up and the health doesn’t increase. | increase the hp variable in the increase Health function | 2 |
| 16 | Max health when bought doesn’t increase information graphic | When bought, the info graphic will show health out of 30 | Max health is bought but the max health that is displayed is still 20 | Add +10 to max health in goldbyshield game event | 2 |
| 17 | Pause button is not functional | When pressed the game freezes and the pause scene is displayed over the game | The pause scene is displayed over the game and the game keeps running. | Add  this.scene.pause("game");  in pauseButton.on(pointerup) | 2 |
| 18 | If one destructible terrain is destroyed then all of them are destroyed | If the player destroys a rock, only that rock will disappear | If the player destroys a rock, all rocks will disappear | Check breakGround function and fix the wrong loop logic | 2 |
| 19 | The shooting enemy still shoots when the enemies are frozen by the Wizard’s E ability | The shooting enemy does not shoot while frozen | Shooting enemy will still shoot when frozen | In the wizard’s E event, set the enemyShootCooldown function -300 | 3 |
| 20 | Enemy shooter bullet graphic doesn’t show up | Enemy bullet is shown on screen when fired | Enemy bullet does not visually appear on screen | Bullet’s sprite opacity should be set to 1. | 2 |
| 21 | The wizard can teleport an infinite amount of times with his R ability without the ability going on cooldown | The wizard can teleport 3 times before having to wait a certain amount of time to use it again. | The wizard can teleport an infinite amount of times. | Have wizard rCharges decrease instead of increasing | 2 |
| 22 | E move never cools down | Cooldown of E move will reset after a certain amount of time | E move can only be used once, as it won’t cooldown | In cooldown function, add counter that subtracts 1 from eCooldown | 2 |
| 23 | The menu button in the pause menu does not go to the menu | The menu button goes the menu | The menu button gets rid of the pause overlay | Add this.scene.start(‘menu’), this.scene.remove(‘info’), and location.reload() in the pause menu button pointer up | 2 |
| 24 | Wizard’s Mine detonates immediately after dropping | Wizard’s mine will only detonate after a few seconds of arming time | Wizard’s mine will detonate instantly when dropped | Give the mine/character collision listener a short cooldown to give the mine time to arm when dropped | 3 |
| 25 | After teleporting while moving, the wizard still moves to last clicked location | Wizard will teleport to desired location and stop any previously active movement actions. | If the wizard teleports while moving to a clicked location, he will continue moving to the clicked location after the teleport. | Set the wizard velocity to zero immediately after teleporting | 3 |