**How to Report a Bug**

This document is to help all of the team, but especially the play-testers to report a bug in the game to the programmers in an efficient way, so that it would not take programmer to fix the bug forever. First, I will start with wrong bug report that happened to me in the last course, then I will explain how to report a bug properly. In the end, you will see a form to fill out to report a bug.

**Wrong Bug Report:** *“Enemies don’t die when I use power-ups.”*

This example describes a bug I had in the last course. However, I does not provide enough information for me to fix a bug, and I end up spending a lot of time trying to figure it out.

The correct bug report I want to create includes the followings:

* Title
* Category
* Priority
* How to Reproduce
* Current Result
* Expected Result
* Reproducibility
* Attachments

**Title:**

This should be short and descriptive.

**Category:**

Which area of the game. Gameplay/UI/Audio/AI etc.

**Priority:**

How important and destructive the bug is. I will be using the following priority levels to make it prettier (4 is the most critical one):

1. Goblin
2. Orc
3. Troll
4. Dragon

**How to Reproduce:**

This part is very crucial. This is where you explain how to encounter with the bug, step by step. If this part is not clear, I will end up spending a lot of time trying to find the bug, therefore, there will be no point using a bug report.

**Current Result:**

Basically, what happens when I follow the steps from *“How to Reproduce”.*

**Expected Result:**

What actually should happen.

**Reproducibility:**

This indicates whether the bug occurs every time I follow the steps from *“How to Reproduce”* or not.

**Attachments:**

Screenshots/Videos/Error Logs

**You will see an example in the next page, and the page after that one will be an empty bug repot which you can whether print out or use online.**

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| --- | --- | --- | --- | --- |
| Name of The Reporter | | Peace | Date | April 8th 2019 |
| Title | Enemies do not die, when the player is under the effect of *“Muffin”* power-up. | | | |
| Category | Gameplay | | | |
| Priority | Dragon | | | |
| How to Reproduce | 1. Activate the *“Muffin”* power-up by colliding with it. 2. Try to shoot and kill an enemy whilst under the effect of the power-up. 3. Keep trying to kill the enemies which you shot while you were under the effect of the power-up. | | | |
| Current Result | Not only you cannot kill the enemies while you are affected by the power-up *“Muffin”,* but you also cannot kill the enemies you had already shot whilst you were under the effect of the power-up. | | | |
| Expected Result | The player should be able to one shot enemies whilst using the *“Muffin”* power-up. Also, he/she should be able to go back to normal when the effects of the power-up fades out. | | | |
| Reproducibility | Always. | | | |
| Attachments | **“Probably a video here to show what happens.”** | | | |

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| --- | --- | --- | --- | --- |
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| How to Reproduce |  | | | |
| Current Result |  | | | |
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| Attachments |  | | | |