

Defect No.	Defect	Output Before Seeding	Output After Seeding	Suggested Correction	Severity
1	Create Account does not prevent account creation if all fields aren't entered	Create Account will make a toast stating to fill in all the fields	Create account will make a toast stating passwords don't match if second password field isn't filled	Check if any field is empty during submission	2
2	Selecting to see user score still shows all user scores	Selecting the see my scores button would only show personal scores	Selecting the see my scores button results in all user scores being shown	Check if correct post request is being made, and if response is NULL	1
3	Leaderboard contains scores that are not sorted	Leaderboard scores are sorted in descending order using SQL and sent to the frontend	Leaderboard scores will be scrambled and not contain any order	In the backend, check the logic that retrieves the scores from the database and how it sends the information to the front end	2
4	Account Recovery will always send back that it found an email	input(bad@email) Account recovery would respond with that email doesn't exist	input(bad@email) Account Recovery would respond with success and redirect to login	Check for NULL when looking for an existing email	
5	On Account Recovery a user can see the in site navigation bar	On account recovery a user can not see the nav bar	On account recovery a user can see the nav bar	Check the site white listing of navigation	3
6	Room 1 Bribe	If the player doesn't have	If player doesn't have	Check game logic to ensure that	1

		enough money, the option of bribing the troll will not show	enough money, they can still bribe the troll	player has enough gold	
7	Room 2 Add Torch	If the player selects the option to jump over the pit, a torch is added to the inventory	The torch is not added to the inventory	Check /exit room game logic to ensure that torch is added to inventory	1
8	Changing username doesn't update scoreboard	When you change your username, your scores update to your new username	When you change your username, your scores do not update to your new username	Update the UserScore table in database to accommodate for username changes.	2
9	Changing username doesn't keep trophies	When you change your username, your trophies update to your new username	When you change your username, your trophies do not update to your new username	Update the UserTrophies table in database to accommodate for username changes.	2
10	Changing username doesn't keep saved game	When you change your username, your saved game updates to your new username	When you change your username, your saved game does not update to your new username	Update the UserGame tables in database to accommodate for username changes.	2
11	Room 5 not working as it should	Chicken Leg is removed from inventory if option is picked to throw Chicken Leg	Chicken Leg stays in game inventory if used	Check the backend logic that handles that specific room scenario	1
12	Leaderboard and Trophy Room Navigation buttons redirect to the	Clicking the navigation buttons redirects to the appropriate component	The user gets logged out when pressing home, sees the leaderboard	Check the navigation component for its routing	2

	wrong place		when pressing logout, etc.		
13	Continue Game gives user 0 hp in some cases	Clicking the continue game button if no game exists simply starts a new game	Clicking the continue game button if no game exists starts a game where the user has 0 hp and 0 gold	Set default values for continue game in the vuex store	2
14	User can click continue button multiple times and skip rooms	User clicks the continue button and it disappears so it can't be clicked again	User can click the continue button multiple times while the next room is loading, and skip over rooms entirely	Use a v-if to disable the continue button as soon as it is first clicked	1
15	Room 15 Sword defect	User uses the sword and it is removed from the inventory	User chooses to use their sword and despite it breaking, it remains in the inventory	Make sure to check for the sword and if it is chosen make sure to remove it from the inventory	1
16	Room 4 Merchant	Players can only buy items that they can afford	Players can buy any items regardless of gold count	Check the game inventory to ensure that players have enough gold	1
17	Room 14 Wolf Claw Defect	Player should be able to attain a wolf claw if they are able to kill the wolf	Player kills the wolf but does not receive the wolf claw even though they should	Add the wolf claw to the inventory successfully	1
18	Username displayed in manage account is missing after updating	After changing password a success message should appear and nothing else visual should	After updating password the username field is set to blank	Check if package being sent by server is containing the username	3

	password	change			
19	Room 8 Key	Player should obtain a Key in inventory if option 2 is chosen and player loses 5 health	Key is not added to inventory and player loses 5 health but is not notified	Check game logic for Room 8 to make sure key is added and player is notified that health is lost	1
20	Room 13 Magic Sword	Player should only be able to obtain Magic Sword if they have a Sword in their inventory	Player is able to get the Magic Sword despite not having a Sword	Check for the Sword in the current inventory and do not give the option to get the Magic Sword if there is no Sword in the inventory	1
21	Player options remain after exit message appears	Player selects an action option, an exit message appears with a continue button beneath it, and the options list disappears	After selecting an option, the options remain, so the player can continually select options for the room before moving on to the next one	Empty the options array after an option is selected so that the user cannot select one again	3
22	User inventory cleanup	Player wins or loses a game then starts a new game after. The inventory from the first game should not carry over to the second game.	Player wins or loses a game then starts a new game after. The inventory from the first game carries over to the second game.	Make sure to delete the inventory connected to the user when they finish their game.	1
23	Room 9 The Well	Player chooses to toss 1 coin into the well which means they lose 1 gold	Player does not lose 1 gold	Check the game logic to make sure that gold value is subtracted	1

24	Room 12 The Snail Race	Players chooses the red snail and if they win the random contest, they gain a reward	Players choose the red snail and if they win the random contest, they lose gold	Check to make sure that the gold is being updated correctly + versus a -	1
25	Non-matching passwords on create account	An error message will appear that reads, "Your passwords do not match," and no request will be sent	The frontend will try to send a request to the backend without checking that the passwords match	Make a check for non-matching passwords	1