Seeded-Defects Log

#	Defect	Output before Seeding	Output after Seeding	Suggested Correction	Black / White box testing	Severity
1	Game animations don't work after refreshing game page.	Animations work after refreshing page.	Animations stop working after refreshing page	Don't reset card animation array	Black Box	1
2	The player who won gets their win total incremented by 2.	Wins increments by 1	Wins increments by 2	Change the increment counter	Black Box	2
3	Can join multiple games at the same time.	If user leaves a game they cannot join back if they've joined another game.	User can join multiple games and switch between them.	Limit to one game per user.	Black Box	3
4	Can't create a username with a space.	Users can make names with spaces without bugs.	After registering user will not be able to join lobby.	Parse usernames that also have spaces.	Black Box	2
5	There is no end game page, so users have no idea when a game ends.	Game will end and redirect to home page.	Game page never redirects to home page after finish.	Redirect user to home page after game ends.	Black Box	1
6	Can't leave a lobby.	Leaving the page removes user from lobby	Can't leave lobby	Add remove player to umount component	Black Box	1

7	After a game is finished, a new game can be created with the same game ID.	We check against the database of games that have been played and don't reuse game IDs.	New games reuse IDs.	Re-add check to see if database has info already.	Black Box	2
8	The register page doesn't tell the user their username has been taken when a duplicate username is entered.	Error message appears explaining what went wrong.	Nothing happens.	Re-add error message box.	Black Box	1
9	Refreshing the leaderboard causes a temporary error that produces a red screen for a few seconds.	The page in the browser displays the leaderboard page	The page in the browser temporarily turns red and then displays the correct page	Add synchronism check to make sure the page doesn't render before the data arrives	Black Box	3
10	Card counter improperly displays number of cards left.	Displays cards in deck + hand	Displays cards in deck	Add the number of cards in hand	Black Box	1
11	Game timer does not persist when refresh page.	Ex: Timer: 1:04 Refresh. Timer: 1:05	Ex: TImer: 1:04 Refresh. Timer: 0:00	Timer started server side not client side	Black Box	2
12	Players can start a game with only them in the lobby.	Can't start with only 1 player	Can start with only 1 player (win abuse)	Add a check to see if number of players >1	Black Box	2
13	Endgame determines wrong winner.	Array with winners in order	Array with winners in reverse order	Fix the winner order logic	Black Box	1

14	Game page leaderboard is not ordered.	Leaderboard is ordered	Leaderboard is not ordered	Sort the leaderboard	Black Box	3
15	If a game is not over then play now will not properly increment the current lobby.	Ex: Counter: 0 Game0 starts. Counter: 1 Game0 ends Counter: 1	Ex: Counter: 0 Game0 starts. Counter: 0 Game0 ends Counter: 1	Increment counter when game starts.	Black Box	2
16	Logout button does not disappear after logging out.	Logout button disappears when logged out.	Logout button persistent even when logged out.	Remove logout button when logged out.	Black Box	3
17	Has X/64^14 chance for new lobby to create a url that already exists, where X is the number of games.	Won't create duplicate gameids.	Has a small chance to create a gameid that already exists.	Regenerate a gameid if it's already in use	Black Box	3
18	You can enter a null username into the register box and no error is thrown	The game displays invalid username prompt	The game lets the player get past register area but doesn't tell them there username hasn't been saved and they can't play	Add error handling to the register input box	Black Box	3
19	The timer for the game starts at 3 seconds	The time above the leaderboard starts at 0 when a game starts	The game time starts at 3 when a game starts	Have the time start after the countdown clock finishes	Black Box	3
20	Players can enter a URL of a game	The game redirects the	It allows the users to play	Add a check to see if	Black Box	2

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	that has already been played	user to the replay page	the game but won't save the game	another game has the same ID and if it does redirect the replay page		
21	Players score are not updated after a game	The user score is updated after a game. This can be seen on the leaderboard	User scores are not updated after a game	Fix the method that ends a game	Black Box	3
22	If you play a game and the game has a problem saving you can have negative losses on the leaderboard	The leaderboard never has a negative value	The leaderboard will have a negative value if the user games played isn't saved	Make the saving of all the user variables is atomic	Black Box	3
23	During gameplay users can't see other users hands	During a game the users are able to see everyone else's hands	During a game the users are not able to see everyone else's hands	Display the the other users hands versus static cards	Black Box	3
24	Users are sorted from least wins to most wins order on the leaderboard	Users are sorted by most wins to least wins	Users are sorted by least wins to most wins	Fix the query on the leaderboard page	Black Box	
25					Black Box	