

## 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        |

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| 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:<br>Timer: 1:04<br>Refresh.<br>Timer: 1:05  | Ex:<br>Timer: 1:04<br>Refresh.<br>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 |

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| 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:<br>Counter: 0<br>Game0 starts.<br>Counter: 1<br>Game0 ends<br>Counter: 1 | Ex:<br>Counter: 0<br>Game0 starts.<br>Counter: 0<br>Game0 ends<br>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 | New lobby button doesn't work  | Joins a lobby with a random unique gameId                                    | Does nothing.  | Add functionality to the button                        | 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 their 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 that has already been played                     | The game redirects the user to the replay page                               | It allows the users to play the game but won't   | Add a check to see if another game has                 | Black Box | 2 |

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|    |  |   | save the game   | 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 | 3 |
| 25 | Leaderboard back button directs to the wrong page  | Leaderboard back button routes to Landing page                              | Leaderboard back button routes to Tutorial page                                 | Fix the routing location.                             | Black Box | 3 |