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Team Summit Black Box Defect Log
for
Competitive Minesweeper

Defect Number	Defect	Severity
1	Connect to player and new game functions are switched	2 - Functionalities are still intact, but not obvious
2	Numbers around mines do not show up correctly or sometimes at all	1 - Important game functionality. Game is not winnable without correct placing the numbers around mines
3	Sometimes creating a new game starts with a board that has tiles cleared already	1 - Effects functionality as users can see the mines from the beginning and takes away any challenge
4	Sometimes the first click after a new game clears the board in an impossible grid-like fashion	1 - Important game functionality. Game is not winnable without correct placing the numbers around mines
5	Can click on a tile that has been marked as a mine	2/3 - "!" should prevent a user from clicking on a mine to see what is underneath
6	Closing the window does not exit the program	3 - User can still end the task of the program
7	Chat messages do not display	1 - Functionality of chat window does not work

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		without showing messages
8	Users in chat do not show up	2 - Users in the chat should be the users playing the game
9	Password is displayed in the clear	2/3 - Security issue. Passwords should not able to be found out by people looking over your shoulder
10	The colors of the mines constantly change in a glitched fashion	2 - This is highly confusing to the player and makes the game unplayable
11	No high scores can be saved or viewed, as described in the product backlog and charter	1/2 - This was a functionality that was described so it should be implemented and working, but does not prevent a user from using the base program
12	Bombs Left counter can become negative	3 - Essentially functions as an "!" counter
13	Board size cannot be changed nor can boards be saved, loaded, traded, or named, as described in product backlog	1/2 - This was a functionality that was described so it should be implemented and working, but does not prevent a user from using the base program
14	Connect to player does not connect to a player, it instead opens a chat window	2 - This does not function as stated but the chat does allow for connections still so functionality is only impaired
15	Windows can be resized causing elements to appear out of place	3 - Does not impair functionality
16	Spawns more than 15 bombs which is how many the Bombs Left counter says are left	2 - Misleading goal for users to reach

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17	Game ends based on whether the bombs left is 0 and whether all the tiles marked as bombs are actually bombs	3 - Game is still winnable, but highly misleading, should be winnable by clearing all non-mine spaces
18	Closing a chat window seemingly does not disconnect a user from the chat server although they are actually removed	3 - Can cause confusion for users in the chatroom, but does not hinder functionality
19	The same user can connect from the same Minesweeper session but only the most recently connected session can send and receive messages	2 - Chat windows should close when logging in as a new user
20	Moving focus from the chat windows erases the message log	2/3 - A chat log should be maintained for users to be able to receive messages while they are playing
21	Clicking on buttons is randomly unresponsive and requires a few more clicks to recognize input	2 - Player must be able to have an unimpeded Minesweeper experience
22	Adds the exact same user name multiple times if logged in over and over	3 - Same user should not be able to login multiple times as this can cause confusion
23	Only shows the first five users that attempt to login to the chat	3 - Users logged into the chat should show up in the part showing logged in users
24	Chat does not function correctly until the fifth user tries to login	1 - The functionality is impaired as chat cannot be utilized by only 2 users
25	Chat messages are not displayed correctly as it only sends characters before spaces	2 - Messages can only be sent one word at a time which impairs functionality
26	Chat windows do not receive the messages from the opponent that are sent	1/2 - Communication between players is not functional

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27	Games between players have Bombs Left start at 0	2 - Players should be able to tell how far their opponent has gotten
28	Opponent's screen does not update	1 - Players should be able to tell what their opponent is doing otherwise there is no point to showing the opponent's board
29	Win messages are displayed randomly	2 - This is confusing to players and should only show when a player finishes a game
30	Win message for clearing the board is displayed as the window title	3 - This is a cosmetic defect and unreadable, making it hard for the user to know what happened
31	Bombs left can be permanently decreased as "!" tiles can be eliminated when mass sections of tiles are eliminated	2 - This makes it hard for a user to keep track of how many bombs are left on the field
32	Losing a multiplayer game displays a you won message	2 - The correct message should display upon finishing the game