



Summit Defect LOG

Summit depends upon the Lightweight Java Game Library to run.

Upon starting the user is presented with a window that displays a clickable menu. Clicking Play should generate a window that asks whether 1 or 2 players are playing. Upon selection a game is generated. Player 1 uses the left and right arrow keys to move around, and Player 2 uses the 'a' and 'd' keys to move. Player 1 can use the up arrow to jump and Player 2 can use the 'w' key to jump. The game ends when a player jumps off the top of the screen. Clicking on Show Hlghscores will generate a window that will show the all time Top Ten scores. Clicking on How to Play will generate a window with instructions on how to play. Clicking on Settings will generate a window where the user can specify the size of the game screen and save it. Clicking on Exit will close the menu.

#	Defect	Output Before	Output After	Correction	Testing	Severity
1	When "cancel" is selected in game options menu, a game is started with zero players	A game with one player as default	A game with zero players as default	If returnValue is -1, set returnValue to 0.	Black Box	2
2	Game incorrectly reports winning player on Victory Screen	"Player 2 has won" is displayed if Player 2 has the higher score, and vice versa	"Player 2 has won" is displayed if Player 1 has the higher score, and vice versa	Replace loser.getID() with winner.getID()	Black Box	3
3	Player controls are switched	WSAD controls Player 1 and arrow keys control Player 2	Arrow keys control Player 1 and WSAD control Player 2	Fix key bindings in PlayerEntity class	Black Box	3

4	Left and Right movement keys are switched for Player 2	'D' moves player right and 'A' moves player left	'A' moves player right and 'D' moves player left	Fix key bindings in PlayerEntity class	Black Box	2
5	Preferences are not saved in Settings pane	Settings are saved across game sessions and stored locally	Settings are reset to default values on game exit	Remove code in exit Action Listener that resets preferences	White Box	2
6	Players can jump through platforms with enough jump powerups	Collision detection checks for lag	Collision detection does not check for lag	Add lines to collision detection to determine if player was below a platform last frame and above a platform the next frame by going through the platform	Black Box	2
7	A powerup spawns in the floor making it unreachable	powerups start spawning above the floor	powerups start spawning at the same level as the floor	change the starting value of i to 10 when calling WorldBuilder.build()	Black Box	3
8	"Close" buttons have the opposite effect	Pressing "Close" in a menu closes the window	Pressing "Close" opens a new window of the same type	Change code in ActionListener for each "Close" button to dispose(); setVisible(false);	Black Box	2
9	Each powerup increases jump height in addition to its other effects	powerups only apply their assigned effects	powerups also increase the jump height	remove a latent line from PlayerEntity.update(), this.addJumpVel(0.15);	White Box	2
10	Failure to remove powerups when picked up	powerups are removed when a player moves over them	powerups are not removed when a player moves over	add a call to powerups.remove in PlayerEntity.update	Black Box	2

			them	te(), after detecting a collision		
11	OFF BY ONE ERROR in High Scores View starts number at 0 instead of 1	List of scores starts with 1 and goes to 10	List of scores starts with 0 and goes to 9	Replace "num=0" with "num=1" in High Scores menu class	Black Box	3
12	Sprite is not animated	Sprite should be animated with spinning lights	Sprite is motionless and sad	Fix update time in PlayerEntity class	White Box	3
13	Move speed powerups do not work for Player 2	powerups properly updated Player 2's move speed	Move speed powerups do not update Player 2's move speed	When updating Player 2's x value use this.xvel not 0.2f	Black Box	2
14	Main menu is resizable, allowing users to destroy layout	A fixed size main menu	A main menu which can be resized	Add "setResizable(false)" in Summit Menu class	Black Box	3
15	Some menu items are switched in functionality	All menu items open their proper windows	"Show Highscores" and "How to Play" are switched	Change ActionListener code in Summit Menu class	Black Box	3
16	Menu items do not return to their original colors after mouseover/exit	Menu items are blue on mouse over and black on mouse exit	Menu items are blue on mouse over and never return to black	Change MouseListener code in Summit Menu class	Black Box	3
17	Score updates incorrectly	Powerups add their score value to the player's score	Powerups set the player's score equal to their score value	Change line in PlayerEntity.addPoints() to be += not =	White Box	2
18	Background image for Settings Menu not displayed	A space background is shown in Settings Menu	An incorrect file path results in no image displayed	Change file path to image in Summit Settings class	White Box	3

19	Player can float by picking up enough anti grav powerups	Anti grav powerups can not change a player's fallvel to be positive	Anti grav powerups can change a player's fallvel to be positive	Add a clause to check if the change would make fallvel ≥ 0	Black Box	2
20	Sprites have a black background that moves with them	Player sprites do not have their own background	Player sprites have a black box behind them	Add lines when rendering to remove the box and show the game background	Black Box	3
21	"Exit" button sets frame to invisible but does not exit the program	"Exit" button quits the application and frees memory	"Exit" button sets frame to invisible but does not free memory or exit	Add "System.exit(0)" to ActionListener in Summit Menu	White Box	2
22	Anti grav powerup also increases move speed	Anti grav powerups only increased fallvel	Anti grav powerups increase fallvel and xvel	Add a break statement to case 2 in PowerupEntity.updateStats()	Black Box	2
23	All powerups are worth the same amount of points	Jump powerups were worth 3, Anti grav were worth 4, and Move speed were worth 5 points	All powerups are worth 5 points	Add break statements to PowerupEntity constructor	White Box	2
24	Floor can be a moving platform	Floor is always stationary	Floor sometimes moves across the screen	Add a clause to the constructor check if the PlatformEntity is the one being constructed	Black Box	2
25	Powerups can spawn off screen	Powerups always spawned within the game screen	Powerups can sometimes spawn just outside the game screen	When spawning powerups, use ScreenWidth-10 as the x value, not ScreenWidth	White Box	3
26	Player 1 cannot win	Player 1 is able	Player 1 is not	Modify the for	Black Box	2

		to win and end the game by jumping off the top of the screen	able to win and end the game by jumping off the top of the screen	loop to start with i=1 when creating players and check ids 1 and 2 not 0 and 1		
27	An extra player is spawned in both game modes	1 player is spawned in single player and 2 are spawned in multiplayer	2 players are spawned in single player and 3 are spawned in multiplayer	Modify the for loop to start with i=1 when creating players and check ids 1 and 2 not 0 and 1	Black Box	2
28	Width and Height text fields in Settings Menu are not checked for spaces or non-numeric characters	No checks are preformed. On error, settings are not updated and program may crash	An error message is displayed when incorrect input is entered into width and height fields	Add trim() method to text fields and display error message / do not save settings on incorrect input	Black Box	2
29	Moving platforms dont bounce off the edge of the screen	Platforms bounce off the edge to still be a part of the game	Platforms leave the screen making the game empty	Add a check when moving to make sure that the platform stays within the screen	Black Box	1
30	Players can fall off the bottom of the screen	Players stay on the screen	Players can fall off the bottom of the screen	Add a check when moving to make sure that the player stays within the screen	Black Box	1
31	Platforms move at the same speed	Platforms move at 3 different speeds based on their width	Platforms move at the same speed	Add a check to the platform constructor to set its speed based on its width	White Box	2
32	The sprite displays in an unwieldy fashion	Sprite should only be horizontal	Sprite becomes vertical and horizontal	Using the old spritesheet.png instead of spriteNew.png	Black Box	3
33	The winner's score is not increased by	The winning player's score	The winner's score is not	Add a line to increase the	White Box	2

	15	was increased by 15 at the end of the game	increased	winners score by 15		
34	All movements on the screen are updated but the screen is not cleared per frame	Game screen looks clear with last positions not showing as trails	Movable game entities leave a noticeable trail behind them of their last positions	Add <code>GL11.glClear(GL11.GL_COLOR_BUFFER_BIT)</code> to the render code	Black Box	1
35	Game clears depth buffer each frame	Game runs at normal fast speed	Game runs noticeably slower	Remove the clearing of <code>GL11.DEPTH_BUFFER_BIT</code>	White Box	2
36	Background of game doesn't load properly	Instead of our mountain background it displays a black color	It should display a space background	Fix the loading of game background texture in main render code	White Box	3
37	Scores shown as ascending instead of descending	Scores are listed from 1 to 10, high to low	Scores are listed from 1 to 10, low to high	Reverse output loop in High Scores Class	White Box	3
38	Powerup sprite does not display	Powerup sprite displays and updates correctly	Instead of a sprite it displays a box	Add sprite code to <code>PowerupEntity.java</code>	Black Box	1
39	Different powerups have same sprite	Different powerups appear as different colors which shows they are diff.	Powerups appear not to be different from one another	Edit sprite code to <code>PowerupEntity.java</code>	White Box	2
40	Game sounds do not play	Upon player-platform intersection and powerup collection sounds are played properly	Sounds are never played in game	Add sound code to <code>intersects()</code> in <code>PlayerEntity.java</code>	Black Box	3
41	Sounds repeat and	Sounds play	Sounds keep	Add check to	White Box	3

	overlap upon press of jump button	once per button press	playing and overlapping each other when you press and hold jump	ensure that every time jump		
42	Windowed games do not display the fps	Windowed games have the fps displayed in the title	Windowed games do not display the fps	Add a call to update fps in OGLRenderer.update()	White Box	3
43	High score name is not truncated to length of 11	High score name is truncated, allowing for smooth layout	High score name is not truncated to length 11, causing layout errors	Send name to server with substring(0,11)	Black Box	2
44	Player can press Space to jump both players	Space does nothing	Pressing space makes both players jump	Remove line that checks for space to be pressed	Black Box	3
45	Player's can jump in mid air	Jumping can only be done while on a platform	Players can jump in the air	Check to see if the player is in mid air	Black Box	2
46	Music does not stop after a new window is loaded	Music stops after new window is opened	Music continues playing until song finished	Add clip.stop() on ActionListener Main Menu	Black Box	3
47	Wrong sounds are played when jumping and landing	Jump plays jump.wav and landing plays land.wav	Jump plays land.wav and landing plays jump.wav	Switch which sound is played for each action	White Box	3
48	When number of players per game is selected, one extra is added due to <u>OFF BY ONE ERROR</u>	Number of players added is equal to the option selected	Number of players is increased by one	Start number of players at 0, not 1	Black Box	1
49	Player does not jump high enough in the beginning	When player jumps, they go higher than the first platform	Players do not jump high enough initially to get on the	Change what the jump() call changes a player's vvel to be	Black Box	2

			first platform	higher		
50	All players have the same colored sprite	Players have different sprite colours based on player ID	All players looks the same and is confusing in local multiplayer	Add this sprite logic in PlayerEntity.java	Black Box	3