

# PongX

## Team 12 - Seeded Bugs

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### Tomasz Parzadka:

Bug #	Description of Bug
1	The bug allows the bottom player to only need 6 points to win. The right score should be 7.
2	Previous scores will have no limit and print off the page. The correct implementation only displays the past 20 scores.
3	Game count is off by one.
4	Only half of the Scores "Back" button can be pressed.
5	In Previous Scores, top displays score for bottom and bottom displays score for top.

### Michael Quade:

Bug #	Description of Bug
1	In a 2 player game, when the slow ball speed power up is triggered, the balls actually speed up.
2	In a single player game, when the increase ball speed power up is triggered, the balls slow down
3	For the invert enemy paddle upgrade (in 2 player), it inverts the paddle, and also increases its speed by 2 times.
4	In single player, when the increase paddle size is triggered, it actually decreases.
5	In single player, when the increase paddle

	speed upgrade is triggered, it actually slows down.
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### Ashwin Prasad:

Bug #	Description of Bug
1	If someone scores and the top paddle has an extra paddle, it won't expire and still be active
2	Blink ball doesn't work
3	When add paddle is active, one paddle will move while the other can't move since it hit a wall
4	Top paddle's addpaddle stops paddles from moving when acquired at left side/corner since the paddle spawns off the screen
5	Remove ball powerup adds a ball when there's only one ball in play

### Kyle Bertain:

Bug #	Description of Bug
1	During a two player game, the paddles lose focus after a certain amount of time
2	When the user has the sticky paddle upgrade and catches the ball, if the user doesn't release the ball before the upgrade expires, it causes the ball to stay in place indefinitely
3	Remove paddle upgrade removes a paddle even if there's only one remaining
4	Upgrade balls disappear during pause
5	Upgrade balls don't disappear after a score is made

### Nathanael Monaghan:

Bug #	Description of Bug
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1	The user is redirected to the game score page when they click on help
2	The user is redirected to the help page when they click on game score.
3	If there was more than one ball, the Hard AI would only follow the starting ball
4	The Easy AI does not move
5	The Medium AI will not follow the ball if it approaches towards the right

### Description:

Player 1 (Bottom): Use left and right arrow-keys

Player 2 (Top): Use 'A' and 'D' keys

Press 'P' key to pause/unpause

Press 'M' to return to menu

Use paddle to obtain temporary power-ups that spawn in the middle.

The powerups in the game are:

Increase ball size

Decrease ball size

Increase ball speed

Increase paddle size

Decrease paddle size

Increase paddle speed

Decrease paddle speed

Add a paddle

Remove a paddle

Add a ball

Remove a ball

Reverse ball direction

Invert opponent paddle movement

Balls will blink

Paddles will blink

Sticky Paddle - Your paddle will catch and release ball on keypress of L (P1) or E (P2)