List of bugs

Website

* Only one game can be active at a time.
  + In deployment, we would solve this by creating an organization log in page so that each organization can have separate databases and games running simultaneously.
* When creating a new username, if an invalid name has been entered you are prompted “[username] already exists” instead of receiving a more accurate message such as “invalid username”.
* The cascading style sheets appear to have different effects on different browsers. When using the Firefox browser, the page displays as intended. On Chrome, Edge, and Internet Explorer, the shadow effect that surrounds the entire page ends prematurely at a height of 100%.

Hardware

* The guns’ range is shorter and wider than expected.
  + In deployment, we would solve this by attaching lenses to the guns’ infrared senders. This would allow us to strengthen the signal in a specific direction, and also enable us to create guns with different ranges and precisions to add variety to our product.
* If the gun loses power during a game, it does not rejoin automatically and the game must be terminated.
  + In deployment, we could solve this by having the gun first check the database to see if it was already in a game.
* Gun LEDs blink at different frequencies depending on what state the gun is in. This is likely caused by a lack of CPU threading, since different gun states require different amount of processor time to execute before toggling the LED.