List of bugs

1. Hardware

* LEDs will blink slowly when looking for a game. Upon joining a game the LEDs will blink rapidly. This rapid blinking will continue even after the game is over.

1. Before joining a game

* Unable to find game. Connection issues.

1. During a game

* [None at the moment]

1. After a game

* [None at the moment]

1. Website

* Can join a game with no hardware.
* Games in progress have an indefinite duration.
* If a single game is in progress, that game is displayed on every instance of the website.
* Can register new guns and usernames while a game is in progress. [Test this with hardware]
* Can register an indefinite amount of new guns and usernames. [till max storage capacity]
* The php does not handle single apostrophes (‘) in usernames.
* Usernames have no restrictions. Can be a single character or indefinitely large.
* You cannot play multiple games simultaneously. This is an issue if other people want to play but another game is already in progress.
* When creating a new username, if an invalid name has been entered you are prompted “[username] already exists” instead of giving a valid message such as “invalid username”.
* When creating a new username, you may enter html tags. These html tags can be registered as a new user and will show on the webpage with the intended design of the html tag (e.g. <p>I’m a paragraph!</p>).
* When creating a new username, you may write scripts that will be accepted by the website (e.g. <script>let i = 1; while (i != 0){ alert(i);}</script>). Browsers, such as chrome, will notice this script and prevent the webpage from displaying. This could be a massive security issue if the browser security is bypassed.
* When creating a new username, I entered the following: alert(“Howdy!”);

This caused the entire website to freeze and prevented navigation to other tabs.

The only way to abort is to kill the browser from the console or by using Task Manager. This may be fixed by manually deleting the username from the database.