List of bugs

* 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.
* Can create and join a game without a LaserPi gun.
* 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 actively being in a game.
* Can register an indefinite amount of new guns and usernames.
* Usernames have no size restrictions. Can be a single character or larger than 255 characters.
* 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 a user has not played in a game, selecting “view individual game stats” just shows a blank screen. This should display something like “[username] has no stats”.
* If a user creates a game, but doesn’t join, other users may join the game and begin playing without the user that created the game.
* Anyone that has access to the website can terminate a game in progress. Access to termination should only be available to the users that are actively in that game.
* Usernames are not posted in chronological order. In a test of mine, I created a user named “tom” and later made another user “tom1”. On the website, it shows “tom1” posted above “tom”. I extended this further by making a user named “1” (which shouldn’t be allowed) and this new user “1” was posted on the website above user “tom1”. Overall, this may be less of a bug and more of a design choice.
* A user can create a game and leave the website without joining the game. The interface for “open and waiting for players to join” remains on the website for an indefinite duration. This should be automatically terminated after 1-2 minutes if a game is never started. Furthermore, a single user can join a game and stay in the game for an indefinite duration. The game should be limited to a certain amount of time (say five minutes). Perhaps we could implement a queue instead of allowing players to create and join a game on their own whim.
* Once a game is created, it must be played. There is no option to abort.
* The cascading style sheets appear to have different effects on different browsers. When using the Firefox browser, the page displays as intended. On Chrome, the first page ends with a random contrast line. When we tried opening the website using Microsoft Edge, the line would initially appear, but would vanish after scrolling past it. We found that internet explorer behaved identically to Chrome. The website has not been opened using Safari.

Fixed bugs

* 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.

* 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, 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>).
* The php does not handle single apostrophes (‘) in usernames.