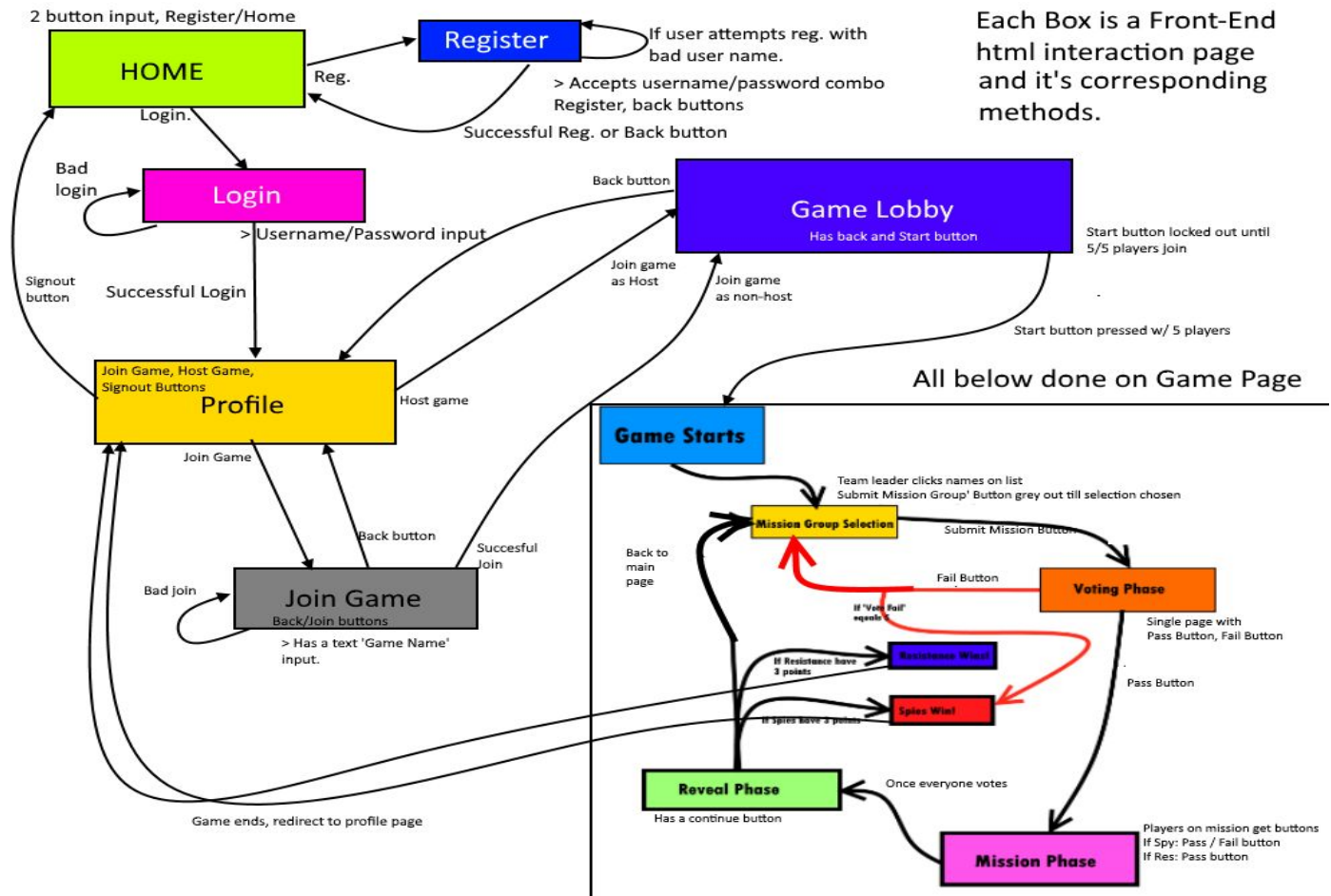**Team Members:** Georges, Matt, Simone, Sade, DaShaun, Randy
Team 20

Classification of Components

Component Diagram

Incremental Testing Explanation

Once again we performed Top-Down testing. Or as we called it, 'Window' testing. Our program is heavy on user interaction through a front interface, so we test by replicating the experience a normal user would have. Because our users rarely input free text (such as open text boxes), we can guide the user along the designated path. Top-Down is the best reflection of this testing, as we are slowly adding onto this path as it this path gets more complex and 'lower'.

Incremental and Regression Testing

We have finished the outer Modules for the most part (Create Game, Join Game, Login, Register, Profile). Now we have Game module next, which has many distinct parts. Because of this, we have seperated Game Module into finer groups.

Module	Main Page

Incremental Testing

Defect No.	Defect	Severity	How to Correct
1	Team Leader does not change under certain circumstances	2	Fix if statement for when team leader is updated
2	Information from Reveal Phase isn't properly accepted	3	Fix Socket.io
3	Team Leader sometimes displays an Overflow after some rounds	2	Make sure list of players loop
4	Users can exit out of Modals before giving answers	2	Got rid of the cancellation

Regression Testing

Defect No.	Defect	Severity	How to Correct
1	Fixing DF2 revealed that Game did not send players to Win Phase when Team reached 3 votes	3	Added Socket.io Event
2	Fixing DF4 caused some modals to error when displayed	3	Fixed pop-up code.

Module	Voting Phase

Incremental Testing

Defect No.	Defect	Severity	How to Correct
1	Hitting 'Fail' Button does not redirect user back to home page	3	Fixed url linking
2	Malicious User may send bug creating post commands to servers	2	Added Input checking
3	Hitting 'Pass' Did not 'carry' other players on mission to mission phase	3	Added extra Socket.io events

Regression Testing

Defect No.	Defect	Severity	How to Correct
1	Fixing D1, but hitting fail did not cause leader to swap	3	Added missing piece of code
2	Fixing D1 Hitting 'Fail' Button 5 times in a row did not end game (spy victory)	3	Added Socket.io call to force people to Win Phase
3	Fixing Defect 3 caused all players regardless being on mission or not to carry over to mission phase	3	Add extra property gate

Module	Mission Phase

Incremental Testing

Defect No.	Defect	Severity	How to Correct

| 1 | Same member selected when starting mission | 2 | Add code to prevent the same member being chosen for a mission more than once in the same turn |
| 2 | Team leader didn't report whether or not the mission was approved or not | 3 | Add a fix to allow leader to report on approved or not approved mission |

Regression Testing

Defect No.	Defect	Severity	How to Correct
1	Mission page did not display correctly when accessed from main page	2	Add code to properly display mission page
2	After fixing DF1, the program would not allow any player to add anyone	3	Fixed code for database interaction to separate users.

Module	Win Phase

Incremental Testing

Defect No.	Defect	Severity	How to Correct
1	Users are not informed when a	2	Add code to make sure user receives message before

	game ends with who won		game ends
2	Users not redirected to profile when game is over	3	Add code to make sure user is taken to profile page once message is received about who wins the game
3	Users can exit modals without giving input	2	When use clicks a button, modal disappears
4	Clients don't get properly updated info when something changes	3	Add code to make sure clients get updated info

Regression Testing

Defect No.	Defect	Severity	How to Correct
1	User is informed with who won, but it is the incorrect user	3	Add code that properly calculates who won the game before sending message
2	User is redirected to main page instead of profile when game is over	3	Add fix to make sure user is directed to profile page
3	Users cannot exit modals without giving input but the pop up is frozen	3	Add fix to make sure when button is clicked (user adds input), modal disappears