

Defect Log

Defect No.	Defect Description	Defect Severity	Test Case No. or Description
1	UI Completely unusable, all squished into one place	Critical	Open App.
2	When save map is pressed, cancel button doesn't work	Workaround	Click on save map button and try to exit
3	Map renders in the wrong position	Critical	Open App.
4	Load map functionality doesn't work	Critical	Click on load map button
5	The set world size slider allows for negative values	Critical	Open App, slide world size to the left.
6	Civilizations button doesn't do anything	Critical	Click on civilizations button
7	Show timeline doesn't do anything	Critical	Click on show timeline button
8	Map is not scalable to the civilizations	Workaround	Click on civilizations and see where they populate
9	Export map button doesn't work	Critical	Open App, try to click export world.
10	Re-render generates additional civilizations but does not remove the originals.	Workaround	Open app, press re-render until it works. Repeat.
11	The set world size slider maximum is 1000 instead of 100	Workaround	Open App, slide world size all the way to the right.

12	The red dots can be placed anywhere on the app (not specifically just on the map)	Workaround	Right click anywhere on the screen and the red dots go anywhere
13	The grassland to desert ratio slider allows for negative values	Workaround	Slide the grassland desert ration slider all the way to the left.
14	The mountain to plain ratio slider allows for negative values	Workaround	Set the slider to -1
15	Doesn't run on Mac	Critical	Open application on Mac
16	Timeline isn't generated when a new world is rendered	Critical	Click on timeline button after you have rendered button
17	Disable timeline button doesn't work	Critical	Click on the timeline and then click disable
18	The names of each civilization is not shown	Critical	Open application -> render map
19	Map does not render sometimes	Critical	Open application -> render map
20	When you save a map, the popup doesn't close	Workaround	Open application -> Save Map -> Find a file -> Click Save
21	Window doesn't scale properly when resized	Workaround	Open application -> resize window
22	Text overflows from designated container when window is made smaller	Workaround	Open application
23	Unable to click on initial render button	Critical	Open application -> Try to click on render

			button
24	Unable to differentiate between grassland, desert, mountain and plain on map when/if it renders	Critical	Open application -> change appropriate sliders -> render map
25	Multiple click on rendering the map crashed the application	Workaround	Click on render multiple times