

3.5.3 Create GitHub Issues

As usual, the first thing we need to do is create GitHub issues for the items on our to-do list. This will allow us to enhance the game incrementally during the time we have left because we can merge each new feature/fix into `master` as soon as it's done.

Create a GitHub issue for each of the following (note that we combined the two items related to the fight-or-skip prompt into one issue):

- Bug: Blank/null response handling for the player name prompt
- Bug: Mixed-case response and blank/null handling for the fight-or-skip prompt
- Enhancement: Use integer responses in the `shop()` function to replace string commands
- Enhancement: Randomize fight order in the `fight()` function for each new enemy robot round
- Enhancement: Save high score using `localStorage`

Here's how the first issue could look:

The screenshot shows a GitHub issue page for 'Player Name Prompt Error Handling #1'. The issue is open, created by lernantino 8 days ago, and has 0 comments. The issue body is divided into three sections: 'Expected Behavior', 'Current Behavior', and 'Possible Solution'. The 'Expected Behavior' section states that if the prompt is blank or cancelled, a new prompt should be requested. The 'Current Behavior' section lists two scenarios: a blank prompt is stored as the player's name, and a cancelled prompt is stored as null. The 'Possible Solution' section suggests creating a `getPlayerName()` function that loops until a valid response is received. The right sidebar shows the issue's metadata: no assignees, the 'bug' label, no projects, no milestone, and a notification to unsubscribe. The bottom section shows the issue's history, including the addition of the 'bug' label and several title changes.

Player Name Prompt Error Handling #1

Open lernantino opened this issue 8 days ago · 0 comments

Expected Behavior

If the prompt for the player name is left blank or cancelled, a new prompt should re request the player name.

Current Behavior

- If prompt for player name is left blank, that answer is stored as the player's name
- If the prompt for player name is cancelled, null is stored as the player's name

Possible Solution

- Create function `getPlayerName()` function that will loop until a valid response can be returned

Assignees
No one—assign yourself

Labels
bug

Projects
None yet

Milestone
No milestone

Notifications Customize
Unsubscribe
You're receiving notifications because you're watching this repository.

1 participant

History

- lernantino added the **bug** label 8 days ago
- lernantino changed the title ~~Handle blank and null~~ `[bug]playerName` prompt 8 days ago
- lernantino changed the title ~~`[bug]playerName` prompt~~ `[bug] Player Name Prompt` 8 days ago
- lernantino changed the title ~~`[bug] Player Name Prompt`~~ `Player Name Prompt Error Handling` now

Go ahead and create the remaining GitHub issues on your own. When you're done, you should have a list that resembles this one:

The screenshot shows a GitHub repository's issue list. The top navigation bar includes links for Code, Issues (5), Pull requests (0), Projects (0), Wiki, Security, Insights, and Settings. The 'Issues' tab is selected, and the search filter is 'is:issue is:open'. The issue list shows 5 open issues, sorted by most recent. The issues are: 'Save high score' (enhancement), 'Randomize order in the fight() function' (enhancement), 'Integer input for prompt in shop() function' (enhancement), 'Fight/Skip prompt response handling' (bug), and 'Player Name Prompt Error Handling' (bug). Each issue is marked with a checkbox, a status icon, a title, a label, and the author's name and the time it was opened.

Filters **Labels** 9 **Milestones** 0 **New issue**

5 Open **0 Closed** Author Labels Projects Milestones Assignee Sort

- ☐ **Save high score** **enhancement**
#5 opened 3 hours ago by lernantino
- ☐ **Randomize order in the fight() function** **enhancement**
#4 opened 3 hours ago by lernantino
- ☐ **Integer input for prompt in shop() function** **enhancement**
#3 opened 5 hours ago by lernantino
- ☐ **Fight/Skip prompt response handling** **bug**
#2 opened 5 hours ago by markjnkim
- ☐ **Player Name Prompt Error Handling** **bug**
#1 opened 8 days ago by lernantino

Notice that the labels clearly mark the issue type. Let's see how many we can get done before the deadline!

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