DECEMBER 9, 2021

QUALITY ASSURANCE

FOR WHACK-A-PROF

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OVERVIEW

This document consists of the following: a brief description of the project, the name of all the QA team members as well as our tasks and responsibilities, features that work well across each of our devices and feedback on what needs a bit of improvement.

1.0.   Scope

Project description: A online version of the classic arcade game, Whack a Mole. The same rules apply, that is, points are scored for each successful hit on a target ([GitHub repository](#))

Technologies used for this project:

- HTML5
- CSS3
- JavaScript

Contributor(s) on the project:

Backbone,	Graphics,	Specs,	QA,
Bryan Chen	*Shaughn Bulgar*	*Runze Cen*	*Shuwana Brown*
Zoya Sajid	*Simeon Karakatsiotis*	*Roberto Melchor*	*Donald Chiu*
William G. U. Takahashi	*Tony Li*	*Prastav Atreya Sewani*	*Jia Gao*
Xhei Terolli	*Montique Stevens*	*Jiawei Ye*	*Ziyuan Huang*
Zixin Zou			*Jason Wu*

1.1.   Task/responsibilities

This section summarizes the tasks and responsibilities to be performed during the development and maintenance of the *Whack-A-Prof* Project:

- Managing Software Development folders (e.g., creating the group repositories & subversion logs)
- Document Reviews
- Testing and providing feedback on features that need improvements

Subversion log via terminal

The full subversion log is located in the QA documentation folder in the GitHub repository

```
[shuwana@Shuwanas-Air ~ % svn log -r 129:126 https://github.com/shuwana/whack-a-p]
rof.git
------------------------------------------------------------------------
r129 | donald.chiu | 2021-12-07 14:50:02 -0500 (Tue, 07 Dec 2021) | 1 line

fixed alphabetical order
------------------------------------------------------------------------
r128 | sh.wana | 2021-12-07 10:56:33 -0500 (Tue, 07 Dec 2021) | 1 line

Delete Subversion-log
------------------------------------------------------------------------
r127 | sh.wana | 2021-12-07 10:56:01 -0500 (Tue, 07 Dec 2021) | 1 line

Delete svn-log.pdf
------------------------------------------------------------------------
r126 | sh.wana | 2021-12-07 10:55:38 -0500 (Tue, 07 Dec 2021) | 3 lines

Created a new folder for QA documentation

This folder includes the QA report and the subversion log information
------------------------------------------------------------------------
```

TESTING

This section consists of a collection of issues and technical difficulties we were experiencing while reviews the game, and additional suggestions and questions we need clarification on from our backbone team members.

2.1. Work as intended

The following list refers to all the features that work consistently on each of our individual devices/screens:

- ✓ All the buttons (Start, Credits) displayed on the homepage directs to the corresponding pages.
- ✓ The hammer cursor appears whenever you hover over the game board.
- ✓ Background music and sound effects plays once the start button is clicked.
- ✓ Timer, when the clock runs out an alert message pops up indicating that the game is over.
- ✓ Scoring, it accumulates whenever you hit a target.

2.2. Peer Feedback

	Comments	Status
Responsiveness, the structure of the game changes when it's loaded on a small display screen - The full game board, timer, and score aren't displayed on the same screen for all screen sizes	*Update: the buttons are now at the top of the screen and its position is fixed, so it doesn't move or swift whenever the browser window changes. The grid system is also responsive, the size of each cell moves when the window is being resized.*	*Completed*
Scroll effect, the number of cells that are displayed on the gameboard causes a scrollbar to appear. It's more feasible to have it where the player doesn't have to scroll to see the rest of the cells.		*Work in progress…*
Hit detection, sometimes it counts a hit even after the image has disappeared, which bugs the next few images by allowing some to be hit after the image is gone or has no hit detection.	*(Occurs on Chrome browser)* *Update: not sure what triggered this issue, but it has been resolved*	*Completed*
Restart button, adjusting the background with the grid removed the <div id="class"></div>, so the restart button isn't created since there is no "class" id for line 121 in app.js		*Completed*
Leaderboard features, isn't functional yet	*Leaderboard feature decided to not be used*	*Not working*

Additional comments/questions:

Reserved for another comments, questions, or change suggestions for the backbone team members goes here.

- Don't forgot to add comments to your code that explains what a particular block of code is responsible for.

- For consistency, change the title to Whack-A-Prof.

- Possible inconsistency with the code on different browsers like safari. Certain icons don't show up and music is not being played (This is probably an issue with safari not having certain compatibility as opposed to anything wrong with the code.) Better to run on chrome

- The target image appears once every second, if the player clicks the grid in a wrong box in the first half second and re-clicks the right box in the following half second, the system will still score the play. Wondering if it's our design or we should take out the chance for player re-click in that second.

- If end screen is a popup dialog with a message displaying score, it's redundancy upon the score showed in the game screen, it might be a congratulation message with how many successful hits in several whacking attempts (a new counter of cursor hits if not much effort is needed)

- The frequency of target appearance is for once every second, not "randomly" as mentioned in Product perspective, the highest score will be 60 if the timer is set to 1 minute. Other descriptions with "randomly" should be checked for accuracy and changed accordingly.

- Suggested conditions of monitor screen resolution should be mentioned to address box alignment in grid layout issues.

Questions
1. According to the specifications (under Start Screen section) there should be a setting button, is that a feature that's still going to be included?

2. Is there a way to align the code so that when the user zooms in or out of the browser, the grid scaling only changes vertically and not horizontally? It seems the grid and background does align horizontally otherwise.