**Known bug and possible improvement**

Table des matières

[**Known bug and possible improvement** 1](#_Toc124509824)

[Known bugs : 1](#_Toc124509825)

[Possible improvements: 2](#_Toc124509826)

Known bugs :

* The player can answer "no" to the first question where they must buy a battler. They then have no battler for the first round. The program stops. Error: out of index.

Possible correction: create a condition that says the player must buy a Battler in order to continue if they answer "no."

* The player can remove a battler even if they only have one left. This goes back to the first bug. Possible correction: create a condition that says if the player has only one battler in the list and 0 in their hand, they cannot sell it.
* The player enters a number other than the ones offered, in most cases the object at this index does not exist, resulting in an "out of range" error.

Example: when the player decides to buy a battler with their tavern level at 1, if they enter a number other than 1,2, or 3, there will be an index error.

**Possible correction: put a condition on each user input that checks if the entered number is valid.**

Note: Many bugs are related to an "out of index" error. In general, this can be corrected by adding a condition for each error. Of course, if it were to be used, these bugs are very important to correct.

* If at the "Finish buying?" question, the answer is "no", it is possible to buy battlers again AND increase tavern level, this until the inventory is full, unless the answer is "no" to the question: "Do you want to hire a battler?", which allows not to block the inventory but to stay in the buying loop. With the 100 gold given at the base, we can go up to level 21.

Une image contenant texte

Description générée automatiquementResult of the bug:

**Possible correction: a simple condition for leaving the shop when not wanting to buy battlers. Another possible solution, only allowing the player to improve their tavern once per round.**

* If player 1 has 1 monster and player 2 has 2 monsters, the program stops.

Possible correction: poor management of vectors...

* If at the "Finish adding?" question, the answer is "no" while having only one battler already on the field and removing the same battler after the question "Do you want to remove Battlers from your hand?", the program stops.

Possible correction: Make a test to compare the number of battler before this question example: if =! 0 then I put it otherwise next question.

* When the program offers 3 battlers, and you enter numbers from 4 to 437, it will automatically buy a goblin even if it is not in the tavern. If a number greater than 437 is entered, the program stops.

Possible improvements:

* Choices are Y or N. However, if you enter a character other than Y or N, the program counts them as N and not as an error.

Possible solution: put a condition with regex...

* The text above describes several bugs that can occur in a program, and suggests possible solutions for fixing them.
* Develop abilities for each battler.
* Make a graphical interface.
* Make 2 battler boards for each player so that you don't have to clear the board and fill it up each turn.
* Add colors (~ GUI).
* Improve the interface -> have the possibility to choose from a list of options and not just wait for the option to arrive by writing "n" each time.
* Tavern might cost more as its level increases.