GitHub Issues Collaboration Report

Objective

This report documents how I used GitHub Issues to simulate real-world collaboration on the **Yatzy Game** project. As an individual developer, I followed a professional open-source workflow by:

- Creating self-review issues

- Tracking and fixing a bug

- Merging a fix via a pull request

- Documenting obstacles and concerns

Repository

- **Repo Name**: `Open-Source-Development-Portfolio`

- **Project**: Simplified Python-based Yatzy Game with scoring and testing.

- **Branch Used**: `main` (final), `bugfix/three-of-a-kind` (feature branch)

Identified Issue

Issue #1 – Bug in `ThreeAlike`

- **Issue identify by: Navneet Kaur

- **Title**: Incorrect result from `ThreeAlike()` function

- **Description**: When three matching dice are present alongside two unmatched values, the function fails to return the expected score.

- **Labels**: `bug`, `self-review`

Example

Expected output: 3 * 2 = 6

yatzy = Yatzy([2, 2, 2, 5, 6])

yatzy.score_three_of_a_kind() # returns 0 (incorrect)