

Defect Log: Seed 25 Defects

Team 7 – Yoodle

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RUNNING THE GAME

1. On one machine, start the server.
2. Launch the application on all the machines that will be playing.
3. Enter username and IP address of machine running the server into the modal that displays on launch. These can be changed later by clicking the settings cog button in the top right of the main menu.

GAME SETUP

Create Game:

From the main menu, click “Create a Game.” At the top of the gameplay window will be a 4-letter room code. This unique game code will allow other players to access your Yoodle room and join your game. Prior to starting the game, you can also set the gameplay options, such as word difficulty and round time limits. When all players have joined the room and the game options have been set, click “Start Game” to begin playing Yoodle.

Join Game:

From the main menu, click “Join a Game.” When prompted, enter the unique 4-letter room code of the game you want to join, given to you by the creator of that game. Click “Submit”, and you will enter the specified game room. When all players have joined the room and are ready to play, any player can click “Start Game” to begin playing Yoodle.

GAME RULES

Players: 3+

Gameplay:

1. At game start, a random player is selected as the first artist. The artist’s goal is to draw a given word on the canvas so that the other players can guess the word. Only the artist can see the word being drawn, but all other players see the artist’s live canvas.
2. The objective of the other players is to type and send guesses as to what’s being drawn on the canvas. Players can send as many guesses as they want until the correct word is sent.
3. Words can be skipped at any time by the artist, but each skip results in a 5 second penalty.
4. When the word is guessed correctly, both the artist and the guesser are awarded one point. The canvas is cleared, and the artist is immediately given a new word to draw.
5. Players and the artist try to earn as many points as possible during a round. When the countdown timer reaches zero, a new round begins with a new, different player chosen as the artist. The game ends when all players have been the artist, with the highest scoring player deemed the winner.

SEEDED DEFECTS LOG

Defect #	Description	Output Before Seeding	Output After Seeding	Suggested Correction	BB/WB Testing	Severity
1	Players are not made aware of incorrect guesses.	Player receives an audio and visual notification of incorrect guess.	No cues to notify player of incorrect guess.	If guess is incorrect, trigger the appropriate audio and visual notification.	Black Box	3
2	If the usedWords array is cleared during a game, a new word is not displayed to the artist (no word returned to server).	If usedWords contains all words in the word list, then it is cleared to allow the server to cycle back through the list and retrieve a reuse word.	If usedWords contains all the words in the word list, then it is cleared without returning a new word to the server.	At usedWords check, remove "else" component of conditional statement to allow the server to cycle back through the list and retrieve a reuse word.	White Box	2
3	usedWords array not cleared at start or end of game, which leads to improper tracking of used words if word lists are changed.	usedWords will always start out empty between games.	usedWords may contain words from previous game(s) and words from differing lists, leading to improper tracking and premature word repeats.	At the start (or end) of each game, clear the usedWords array.	White Box	2
4	The drawing canvas is not cleared after a player makes a correct guess.	After a player correctly guesses a word, the canvas is automatically clear in preparation for the artist's new word.	After a correct guess is made and the artist receives a new word to draw, all existing drawings on the canvas remain (artist must manually clear the canvas).	Automatically have server clear all clients' canvases after a correct guess is made.	Black Box	3
5	Player name change at the main menu is not reflected in-game until the	When a player changes their name at the main menu and plays a new	When a player changes their name at the main menu and plays a new	Have app controller update the local storage immediately so	Black Box	3

	application is restarted.	game, their new name will be displayed (without having to restart the application).	game, their old name will be displayed (unless application is restarted).	that the play controller can update the player list.		
6	New word is not chosen for the next artist player when a round ends; current word from previous round is shown.	When a round ends and a new player becomes the artist, they are shown a new word to draw.	When a round ends and a new player becomes the artist, they are shown the current word from the previous round.	When the round ends, force the server to retrieve a new word from the list.	Black Box	1
7	No out of bound checking when user enter a slide number in the gallery.	A warning message should appear notifying the user that he has entered an invalid slide number.	No notifying message and fail to save image when click save button.	Do out of bound check when saving the slide.	White box	2
8	Canvas is not cleared when the game is started.	Canvas is cleared when the game is started.	Canvas is left with any drawing that took place before the game started.	Force clear the canvas when the game starts.	Black Box	2
9	Players that are not the artist are allowed to draw on the canvas at any point during the game.	Only the player chosen as the artist is allowed to draw.	Players can draw on the canvas as they please.	Restrict drawing to only the current artist player.	Black Box	2
10	The line being drawn is off the cursor.	The drawing line follows the cursor.	The line being drawn is off the cursor.	Adjust the drawing position accordingly.	Black Box	1
11	Client emits duplicate events when the artist starts drawing.	Client only emits one event when the artist starts drawing.	Client emits duplicate events when the artist starts drawing.	Ensure that only one event is triggered.	White box	2
12	The artist does not get points	Both the artist and the player who made the	The artist does not get points	Update the score of the	Black Box	2

	when a correct guess is made. by the other player's.	correct guess will be awarded with one point.	when a correct guess is made. by the other player's.	current artist when server. receive correct guess event.		
13	Server emits duplicate events when the artist stops drawing.	Server only emits one event when the artist stops drawing.	Server emits duplicate events when the artist stops drawing.	Ensure that only one event is sent when artist stops drawing.	White box	2
14	The extension format of the image is not correct when saving it from the gallery.	The file name should be "untitled.png" when the prompt window appears.	The file name is random string when the prompt window appears.	Make sure that the argument passed to the download function is correct.	Black Box	3
15	The image in the slide does not contain the associated word with it.	The image in the slide should be displayed alongside with the associated word.	The image in the slide does not contain the associated word with it.	Pass the correct guessed word list to the gallery.	Black Box	3
16	The drawing canvas is not cleared after artist skip a word.	After artist skip a word, the canvas is automatically clear in preparation for the artist's new word.	After the artist skip a word and receives a new word to draw, all existing drawings on the canvas remain (artist must manually clear the canvas).	Automatically have server clear all clients' canvases after skip the word.	Black Box	3
17	gameStarted not being reset to false when user exits to menu, so player cannot start a new game.	Player can leave current game and create a new one without a problem.	Once player leaves current game, creating a new game won't let them start the game. Requires a restart.	Reset gameStarted to false when the player leaves to the main menu.	Black Box	1
18	Changing the serverIP in the settings does not reconnect to the server.	Changing the IP reconnects to the server automatically.	Player needs to restart the application to connect to a new server.	Close current connection, and try reconnecting using the new IP.	Black Box	1

19	Empty rooms aren't cleared when the last player leaves.	Rooms are cleared when they become empty.	Rooms are never deleted, so server will eventually become full, even if no players are connected.	When the last player leaves a room, delete the room.	White Box	3
20	Server does not check if room code already exists.	Server makes sure that all room codes are unique.	Server could create 2 rooms with the same code, overwriting the first one.	Loop, creating new room codes until a unique one is created.	White Box	3
21	When prompted to enter a username, the user can close the modal by clicking outside it, allowing them to join games without a username.	Clicking outside modal does not close it. Users can only play a game by entering a username.	User can bypass username creation and connect to server with an undefined username.	Prevent user from being able to close the modal.	Black Box	2
22	Non-artist players do not receive any message when artist skips a word.	Non-artist players get some message of word change when artist skips the word.	Non-artist players do not get any message of word change when artist skips the word, and the canvas does not clear.	Pop up some message when artist skips a word.	Black Box	2
23	Game can start when the number of players in the room is less than 3.	Start button should not work when the number of players in the room is less than 3.	Start button works when the number of players in the room is less than 3.	Prevent start button from initiating the game when number of players is less than 3.	Black Box	1
24	Players can join a game room which has already been started.	If a player tries to join a game room which has already started, then the player receives a	If a player tries to join a game that has already started, then the player will enter the room.	Prevent players from joining game rooms that have already started.	Black Box	3

		message informing them the game is already in progress.		Show player a notification message.		
25	Saving an image during a game causes the player to leave the game.	Saving an image during a game does not kick the player from the current game.	When a player saves an image in the middle of a game, they are then booted from the current game.		Black Box	2