

Unit Testing

Team 7

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Product:	Yoodle
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Defect #	Description	Severity	Solution
1	Timer Angular expression is displayed instead of the actual Timer value.	1	Fixed file organization that caused the issue, allowing the Timer to function and display correctly. The view html calls the proper JS controller.
2	Canvas does not accept input (lines are not appearing on canvas when drawn).	1	Fixed file organization that caused the issue allowing the Canvas to function and display correctly. The view html calls the proper JS controller.
3	Canvas lines are not drawn directly under the mouse cursor.	3	Corresponding padding adjusted in the canvas style sheet.
4	When a guess is entered and sent in-game, no server action	1	The value of the wrong variable was being sent to server. Client

	was taken (nothing happens; the guess field is simply cleared).		logic fixed to send correct value to server.
5	Drawing off the canvas borders highlights the page (mouse cursor goes beyond edge of canvas while drawing).	3	Disabled text selection in the play.html.
6	Saved images are given name "downloads" and written as text document files.	2	Created a default image file name and given .jpg extension.
7	When new game is initiated, a word is not displayed until "Skip" is clicked.	2	Set game to display a random word from the word list at the start of a round.