Defects Report

**Defect 1 - Fixed**

**Reproduction Steps**: Do trading in the trading menu.

**Expected Behavior**: After closing the menu, all changes should apply to the game.

**Observed Behavior**: Nothing was changed after the trading menu was closed.

**Details:** The defect was discovered through manually testing the trading menu. It has been fixed. The reason was because a method setOwnership() in PropertyTile class had a safety lock where to assign the ownership to a new player, the ownership has to be removed before assigning. So, the solution was simply removing the original owner of the property before assigning it to a new owner.

**Defect 2 - Fixed**

**Reproduction Steps**: Click on the “Make Trade” button to open up the trading menu.

**Expected Behavior**: A trading menu comes up in a normal size.

**Observed Behavior**: The trading menu was larger than a screen on a mac book could fit.

**Details:** The defect was discovered through manually testing the trading menu. It has been fixed. The reason was because the person who coded the class had a rather higher resolution, and it seemed fine on his machine, but not on the other members’. The solution was to make the trading menu to be scalable by specifying values in the parameters, or calculate the appropriate scales based on user’s screen resolution. The code was also polished and optimized.

**Defect 3 - Fixed**

**Reproduction Steps**: bid in auction menu, then conclude the auction

**Expected Behavior**: If the price is more than a player can afford, the player (winner of auction) shouldn't be able to get the property

**Observed Behavior**: the winner of auction gets the property when they can’t afford the final price, and their balance is deducted to zero

**Details:** The defect was discovered through manually testing the auction menu. It has been fixed. The original problem was the bidding buttons didn’t check the affordability of the player for the current price for an auctioning property, and thus any player can bid all they want without paying attention to their remaining balance. The defect has been fixed by simply disabling the bid button for a player when they can no longer afford the current set price for the auctioning property.