

Seeded-Defects Log

2 Seeded-Defects Log

<i>Defect No.</i>	<i>Defect</i>	<i>Output Before Seeding</i>	<i>Output After Seeding</i>	<i>Suggested Correction</i>	<i>Severity</i>
1	When sign-up page with length of username is greater than 15 characters	Sign-up failed and show up error message	error message not shown	Added if statement to check if the input is too long (check <code>username.length > 15</code>)	2
2	Flag remove-press does remove the flag when it does it reveals the tile	Flag remove press only removes the flag	The tile automatically reveals with removal.	Add a controller to differentiate removal and reveal presses.	2
3	When changing the password, old password and new password are same. (change password page)	Change password failed and show up error message	Change password succeed and error message not shown	Added old password and new password checking function for changing password page	2
4	When changing the password, new password and repeat password are not same. (change password page)	Change password failed and show up error message	Change password succeed and error message not shown	Added new password and repeat password checking function for changing password page	2
5	When set up the password, new password and repeat password are not	Set password failed and show up	Set password succeed and show up error message	Added password and repeat password checking	2

	same. (sign-up page)	error message		function for changing password page	
6	When changing the password, give an invalid format password, change can still proceed	Change password failed and show up error message	Change password succeed and error message not shown	Added format-checking function for changing password page	2
7	When the user points is not enough, it still can buy an item in the game.	Buy item failed	Buy item succeed and coins go below 0	Add a conditional statement for purchasing items	2
8	After end of the game, cannot add user record into the ranking system and user history	The player record should be update.	The player record can not be update.	correctly connect the ranking module and user module in the end game view controller	2
9	After clicked the game level button, cannot show up correct version	After clicked the game level button, it will redirect to correct version	It cannot redirect to correct version	correctly connect the game view page in the game view controller	1
10	When user try to logging out, the app will not working	The player should log out succeed and redirect to login page	It cannot logout and app doesn't have any response	correctly user successfully logs and connect the logout button page	1
11	When user is	Sign-up	Sign-up succeed	Added e-mail	2

	creating a new account, if an email without top-level domain(ie .com/.cn/.edu) is provided, error message will not show up	failed and show up error message	and error message not shown	format-checking function (check top-level domain is: .com/ .cn/ .edu)for sign up page	
12	When sign-up page with length of username is empty, error message not shown	Sign-up failed and show up error message	Sign-up succeed and error message not shown	Added username null-checking function for sign up page	2
13	When change-username page with length of username is empty, error message not shown	Change username failed and show up error message	Change username succeed and error message not shown	Added username null-checking function for change username page	2
14	Giving multiple invalid inputs for username, password and email at sign up page, only one error message show	The sign-up page will Show up all error message	only one error message show	Instead of using “&&” when checking all conditions in an if statement, check them separately	2
15	When change password page with current password is incorrect	Change password failed and show up error message	After clicking on the submit, it will return to the profile page but password will not be changed.	Add password checking function to check current password is correct for change username page	2
16	The game does not	The game	The timer goes	Decrement time	1

	end even with no time left	should end with no time	negative and game does not end	stamp for each second, and add condition when time reaches 0	
17	When player clicked all correct flags in any level game, the game will end immediately	The player should correct all tiles in a game for all flags and tiles	When player clicked all correct flags and the game end immediately	Change the game end logic correctly for every game page.	2
18	When player clicked pause button in a game, the timer will stop but clicking on tiles still affects the game board	The player cannot click any tiles, when player clicked pause button	When the game is paused, the player can click the tiles and tiles show up if resumed	Disable all button to click, after the player clicked pause button	1
19	If a tile is flagged but it is neither mine tile nor number tile (but empty), the tile cannot remove the flag or reveal	The flagged tile should be changed to unreveal tile	The tile does not change with any action	Add conditions to change the type of the tile to unrevealed tile	2
20	When player first time redirect to ranking page. The first level page will not sort immediately	The ranking page will show up correctly.	The ranking page will not sort immediately. If players click first level page again, the ranking page will show up correctly.	While loading the view, call Firebase based function "QueryOrdered ByChild()"	2
21	After the player clicked 'time+15' button in a game, The timer don't change correctly .	The user should get +15 on remaining time after clicked the time+15 button	The user got wrong timer after clicked the time + 15 button. In fact, they got time does not change	Update the timer per user click (if there are enough coins in user db)	2

22	After changing the volume in the game setting page, volume is still the same.	The user should change volume succeed	The volume is still the same.	Pass the volume control from setting page to game page	2
23	After turning on the vibration, the vibration does not work.	The vibration is should be working	the vibration does not work.	Assign vibration variable to a value and modify in setting page	2
24	After the game ends, the score shows up but with incorrect value	The score should equals to 200 times number of mines that are correctly flagged	The score equals to 200 times the number of total flags.	Compare the position of mines and all the flags to find out number of mines that being flagged.	2
25	Adding a flag to a tile is not limited by the number of flags in flag count	Flag should not be placed when it is 0	The flag number goes below 0 and is still possible to add to tiles	Update the number of flags each time the board is updated and set condition by the number	2