

Seeded-Defects Log

2 Seeded-Defects Log

Defect No.	Defect	Output Before Seeding	Output After Seeding	Suggested Correction	Severity
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	When player set a flag, the flag can not cancel.	When player set a flag, the flag can be cancel.	The flag button is blocked.	Add unflag function to unblock when player set a flag.	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 same. (sign-up	Set password failed and show up error	Set password succeed and show up error message	Added password and repeat password checking function for changing	2

	page)	message		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 and show up error message	Buy item succeed and error message not shown	fix the points the calculation and pop up dialog box	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 sign-up page with e-mail input legitimacy, error message not shown	Sign-up failed and show up error	error message not shown	Added e-mail format-checking function for sign up page	2

		message			
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	Change password succeed and error message not shown	Added password checking function to check current password is correct for change username page	2
16	When starting the new game, everything such as timer, number of flags should be re-setup	The timer should be re-setup	The timer is not set up and continue to using last game timer	reset the all of the game value when new game button is clicked	1
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	When player clicked all correct flags and the game end	Change the game end logic correctly for every game page.	2

		flags and tiles	immediately		
18	When player clicked pause button in a game, the timer will stop and tiles still available to press	The player cannot click any tiles, when player clicked pause button	The player can continue to play after the player clicked pause button	Disable all button to click, after the player clicked pause button	1
19	After the player clicked pause button in a game, the player click add flag button. The flag number don't change.	The flag number should be change after the player click add flag button	The flag number only change after the player click resume button	When the player clicked pause button, change flag number button state and it should be show up	2
20	Allow user login with username or email address	The user can login with username or email address	The user only can login with email address	Add username login function for login page.	2
21	After the player clicked 'time*1.5' button in a game, The timer don't change correctly .	The user should got correct timer after clicked the time*1.5 button	The user got wrong timer, after clicked the time * 1.5 button. In fact, they got time*2 after clicked the time*1.5 button	Change button logic correctly for every game level.	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.	Add change volume function for game volume page.	2
23	After turning on the vibration, the vibration does not work.	The vibration is should be working	the vibration does not work.	Add vibration function for game volume page.	2

24	After user play a game, the points is not working at profile page	The points should be change after user play a game.	the points don't change at profile page	Add points show up function for profile page.	2
25	When player set a flag in a game, the flag number will not reduced.	the flag number should be reduced when player set a flag.	The flag number don't change when player set a flag	Add reduce flag number function and show up the flag number on game board page	2