

YouDanMu

Sprint 2



Seeded-Defects log

Team Member: Naiwei Zheng, Yucong Ma,

Yibo Gou, Ge Yan,

Jiaqi Zhu

# Seeded-Defects log

Defect No.	Defect	Output before seeding	Output after seeding	Suggested correction	Severity
1	After opening YouDanMu panel via extension bar icon. The page cannot be closed by clicking the same button again. 	The setting page should be able to close by click the button which open that panel.	The setting page cannot be close by clicking that same button which opens the panel.	Add a flag when opened the panel, check the flag when triggered open again. Implement toggle.	1
2	After opening setting page via youtube plug-in. The page cannot be closed by click same button again.(Leftmost one) 	The setting page should be able to close by click the button which open that panel.	The setting page cannot be close by clicking that same button which opens the panel.	Add a flag when opened the panel, check the flag when triggered open again. Implement toggle.	1
3	When the playing speed of video change, the Danmaku doesn't adjust to the corresponding speed.	The Danmaku's speed will change according to the video playing speed	The Danmaku's speed doesn't change when user change the speed of playing video	Listen on the speed change event and change the Danmaku playing speed along with it.	2
4	When video is paused and resumed from the same time point while Danmaku is loaded.	Danmaku will resume from its paused position and play normally.	Danmaku is re-layouted, some Danmaku will change y-position.	Separately handle seek to another time event and resume from paused event.	2
5	Load same or different Danmaku sources for multiple times.	Old Danmaku source should be automatically unloaded before new on is loaded.	Danmaku from multiple sources will accumulate on the screen.	Unload the current Danmaku before load new source.	3
6	Some marquee Danmaku which can avoid overlapping overlaps.	Marquee Danmaku should have y-position where minimize collision with other marquee	Some Marquee Danmaku violates the layouting rule, where they collide with other marquee	Check out Danmaku Layouting algorithm and resolve the problem.	2

		Danmaku and close to the top of the screen.	Danmaku when there're plenty of space available.		
7	When ads starts, Danmaku still goes on the screen.	When ads begin, danmaku should pause with video and be hidden.	Danmaku will not pause and hide when ads starts.	Listening ads event, when ads start, pause video and Danmaku, resume when ads is over.	2
8	The text shadow of character should be white when the character color is dark.	The Danmaku with black color will have a white shadow	The Danmaku with black color will have black shadow	Check the character color and set the shadow white when the character is dark.	1
9	When a YouTube video embedded in iframe is played. Such video can be on any website. E.g. <a href="https://codepen.io/rix/full/MpBRbJ/">https://codepen.io/rix/full/MpBRbJ/</a>	YouDanMu won't execute on the embedded video iframe.	YouDanMu will try execute inside iframe, but failed when playing video. Error logs will output to JavaScript console.	In content script detect if it is running in iframe, if true then exit.	3
10	There are no error message when user enter a wrong Danmaku url link	A warning will appear if the url is invalid or not supported	No warning when user input a wrong url	Add a url check and give warning if not supported	1
11	There should be no return (\n or \r) characters in posted Danmaku	All return characters should be deleted before posting.	Danmaku containing return characters is posted. Our SVG renderer will treat it as a space.	Check for return characters in posting Danmaku and remove them.	1
12	Should raise warning if the content of posting Danmaku is empty	A warning when user has a empty Danmaku content and try to post a Danmaku	No warning	Check the Danmaku content and raise warning if necessary.	1
13	Navigate back to YouTube home page from a playing video page. (Turn on Developer mode	YDM/YouTubeS ervice module should update internal state machine and transits to Idle	There could be "Unknown event "Pause" transition from state "Idle"." error output to	Detect page navigation event and update internal state machine accordingly.	3

	in YouDanMu settings)	state. No error.	JavaScript console.		
14	Press Right Arrow key to forward video playtime. (Developer mode on)	YDM/YouTubeS ervice state transits to Ready then back to Playing. Danmaku should jump a little bit.	Unknown event "Play" transition from state "Playing". Danmaku not jumped.	Add such transition to our internal state machine.	3
15	Right click on video, enable "Loop" option. Drag to near the end of time, wait the video to loop.	Danmaku should replay from start with the video looping.	Danmaku continue to play without restarting. No Danmaku looping. Unknown event "Play" transition from state "Playing".	Add such state event and transition to our internal state machine.	2
16	Turn off "Loop". Enable "Autoplay" YouTube feature, drag to near the end of time, wait the video to autoplay next video.	No error in Developer mode.	Unknown event "Pause" transition from state "Idle". Or similar errors.	Handle Autoplay events and update our internal state machine accordingly.	3
17	Turn off "Loop" and "Autoplay". Drag to near the end of time, wait video to end.	Danmaku should pause when video is ended.	Danmaku is continue playing when video ended.	Handle video ended event and update internal state machine.	3
18	Turn off "Loop" and "Autoplay". When video is ended, click the "Replay" button (used to be the Play/Pause button)	Danmaku should restart playing along with the video.	Video is restarted, but Danmaku is not restarting.	Handle manual restart event and update internal state machine.	3
19	Disable YouDanMu from setting panel.	YouDanMu features should be grayed out. Danmaku currently playing should be cleared.	Danmaku still playing on screen.	Before deactivating YouDanMu, clean the Danmaku canvas.	2
20	Viewing page doesn't contain a	The box for post Danmaku and	The box for post Danmaku	Check the information on	3

	video to play(e.g. YouTube home page or channel video list page)	load Danmaku will be deactivated if no video on current page	and load Danmaku still showing. Using such functionalities will fail.	the page to see if there is a video, and change the status of control panel correspondingly.	
21	Open post Danmaku color picker.	There shouldn't be Alpha (opacity) channel option.	User can change Alpha channel value.	Remove the Alpha channel controller from color picker.	1
22	Open multiple YouTube video pages in different tabs. In one tab, disable YouDanMu from settings panel.	YouDanMu should be automatically disabled in all other tabs.	YouDanMu remains enabled in other tabs.	Broadcast enable/disable event through content script to other tabs.	1
23	Open multiple YouTube video pages in different tabs. In one tab, change Danmaku opacity from settings panel.	Opacity value should change in all other tabs.	Opacity value will not be synced with other tabs.	Broadcast opacity change event through content script to other tabs.	1
24	Rapidly drag Danmaku opacity slider back and forth. (Developer mode on)	No error. Danmaku opacity changing.	Error: This request exceeds the MAX_WRITE_OPERATIONS_PER_MINUTE quota.	Use RxJS "sampleTime" to threshold the opacity change event.	2
25	Post Danmaku when video is paused. Then resume the video.	The posted Danmaku should appear when resumed.	The posted Danmaku has chance not appear after resume.	We used floating point comparison that may result in accuration error under some architecture. We should specify error tolerance for floating point comparison.	2