SHIP 13 — TRIVIAGATE™ · RED-TEAM AUDIT AND REPAIR REPORT

A Mirror of My Becoming™ · Owner: Evelyn Caro · Auditor: Z · Friday, November 20, 2026

Scope: the shipped repository (Repo_Ship13_TriviaGate.zip, repo a-mirror-of-my-becoming-ship13-triviagate) and the live site qaevelyn.github.io/a-mirror-of-my-becoming-ship13-triviagate. Version audited: v1.0 as shipped; repairs issued the same day in the SAME file, TriviaGate.html — no renamed copies, no version bump, corrections applied in place per owner rule. Not legal advice; not exam-content advice — this is a QA audit.

1. Executive summary

The ship is structurally sound. One self-contained HTML file — no build step, no server, no accounts, no network calls except the optional bring-your-own-key Forge endpoint the user names themselves — is the right shape for a classroom tool that must run on a projector, a lab laptop, or a phone by double-clicking. The metadata is honest: the README's claims (88 questions, single file, device-local progress) all verify against the code, and .zenodo.json matches reality. The bank is 88 questions across the four CLF-C02 domains, 32 of them carrying canonical AWS source URLs and 56 labeled source-pending under the house law ("a question that cannot be sourced gets fixed or cut").

The red team was ordered on two stated errors — jeopardy money following the player to the menu, and rush feedback following the player to every page — and returned eleven findings in total: the two stated, plus nine new, of which two are high severity. All eleven are fixed in the repaired TriviaGate.html delivered with this report under the original filename. The repaired file passes a full JavaScript syntax check, and every fix preserves the file's QA bar: keyboard-first play, no layout shift, mute anytime, reduced-motion respected.

2. The two stated errors — root cause and repair

2.1 "Jeopardy money follows to the menu"

Root cause: only Jeopardy ever wrote the game HUD. The score readout lives in the shared game shell, and Jeopardy's start function seeds it — but Rush, Exam, and Forge never reset it, and quitting to the menu did not clear it either. So a board played to $900, abandoned with Esc, left that $900 on the HUD the next time the game shell was shown, and the money appeared to follow the player between modes. Repair: every mode now writes its own HUD on entry and on every update (Rush shows score, streak, and progress; Exam shows answered and flagged counts; Forge shows bank size), and leaving to the menu clears the HUD completely. Jeopardy totals also now carry the dollar sign they were owed.

2.2 "Rush feedback follows to all pages"

Root cause: the two feedback overlays — the big score pop ("+245 ×1.3", "MISS", "TIME OUT") and the toast — are attached at body level, outside the game shell. Screen transitions (menu, summary, mode change) never dismissed them, so a pop fired in Rush's last milliseconds stayed visible across the summary screen, the menu, and into the next mode until its animation

ended on its own. Repair: a single clear-effects routine now runs on every transition — entering any mode, ending a round, and returning to the menu — dismissing both overlays immediately. Feedback belongs to the moment it feedbacks.

3. New findings (nine) — severity, cause, repair

Each finding below is fixed in the delivered file. Severities: high means data or input integrity; medium means a crash or corruption path a normal user can reach; low means QA-bar violations and rough edges.

HIGH — quote-gap injection via imported banks. The HTML escaper escaped &, < and > but not quotation marks. Imported Instructor bank JSON flows into HTML attribute values (value="…"), so a crafted import could break out of an attribute and inject markup — the Instructor's import feature was a hole. Repair: the escaper now escapes both quote flavors everywhere.

HIGH — keyboard answered through open overlays. The keydown handler ignored what has focus. With a game running and the Instructor overlay open, typing a 1–4 in the search box also pressed the matching choice on the question behind the overlay — an exam could be answered by accident while searching the bank. Repair: the handler now stands down whenever focus is in an input, textarea, or select.

MEDIUM — Instructor panel re-bound on every open. Opening the Instructor panel attached a fresh set of listeners each time; importing a bank after the Nth open logged N duplicate entries into the append-only corrections ledger and re-rendered N times. An append-only ledger that multiplies its own entries fails its one job. Repair: the panel binds once; reopening only shows and refreshes it.

MEDIUM — short domain crashed the jeopardy board. The board requires five questions per domain; cutting questions in the Instructor could leave a domain short, and opening that tile dereferenced an undefined question — a TypeError that killed the mode. Repair: domains are backfilled from the rest of the bank at board build, and any still-empty tile refuses politely with a toast instead of crashing.

MEDIUM — loose validation of the saved bank. The bank loaded from localStorage accepted any array of objects with a choices list — wrong choice counts or an out-of-range answer index passed, corrupting rendering downstream. Repair: the loader now requires exactly four choices and an answer index in 0–3, falling back to the ship bank otherwise.

LOW — Forge AI answer index unclamped. A generated question with an answer index of 4 or higher produced an unwinnable drill (no choice is ever marked correct). Repair: the index is clamped to 0–3 at intake, same as the Instructor's manual form already did.

LOW — Forge drills were keyboard-dead. The file's own spec says full keyboard play, but the keydown handler returned early in Forge mode, so drills answered only by mouse. Repair: keys 1–4 now answer a live Forge drill, Escape still exits.

LOW — dead Enter during answer feedback. After answering in Jeopardy or Rush, Enter did nothing; the player waited out a fixed delay on every question. Repair: the post-answer continuation is now an armed callback — Enter fires it immediately, or it fires on its own timer. Keyboard-first, as advertised.

COSMETIC — bare numbers on jeopardy totals. Jeopardy showed “900” where the game's own language says dollars. Repair: “$900” on the HUD and on the board-cleared summary.

4. Verification performed

The repaired file's script block was extracted and passed a full Node.js syntax check. Every fix was reviewed against the shared-state map of the engine: mode state, timers (a previous ship-13 fix already guarded stale timers; this pass guarded the HUD and overlays the same way), input gating, and the persistence keys (progress, bank, ledger, skin — all device-local, nothing leaves the machine except a Forge call the user initiates with their own key). The stated-error reproductions — jeopardy money surviving a quit, and rush feedback crossing a screen — are structurally impossible in the repaired file: the HUD has no value to leak, and the overlays have no life to survive.

5. Bank and repository integrity

Bank: 88 questions verified by count; 32 carry canonical AWS receipts (the CANON panel lists each cited page with usage counts); 56 are source-pending, labeled honestly in the Instructor. Choice randomization remaps the answer index correctly (the shuffle permutes indices and re-derives the answer position, so no question can lose its correct answer). Repository: LICENSE (AGPL-3.0) and LICENSE-COMMERCIAL form a consistent pair; .gitignore is adequate (its Node-era leftovers are harmless); estate/CCP-BANK.json preserves the Academy heritage as documented; DIFF-REPORT.md's account of the v1.0 merge matches the code it describes. PII note: the creator name appears by design in a public repository under the owner's own handle — intentional, not a leak. Accepted-risk note: the bring-your-own-key Forge stores the user's API key in localStorage, exactly as its on-screen disclosure states; this is a documented design choice, retained.

Files needing update after this audit: TriviaGate.html (eleven repairs — delivered under the same filename), README.md and DIFF-REPORT.md (a dated red-team changelog appended). No other file requires change: metadata, licenses, and the estate archive all stand as shipped.

6. What remains on the roadmap (not bugs)

The spec of record's roadmap stands unchanged: real Daily-Double wagering, host mode with room codes for head-to-head classrooms, adaptive difficulty, shareable deck codes, AI difficulty tuning, sound themes, team play. None of these are defects; they are the full Ship 13 the MVP names. The QA acceptance bar — two gamers, one professional — is preserved in every repair above.

Deliverables of this audit, all under original filenames: TriviaGate.html (repaired, restyled to the canonical Tools-site design with Flashback added and Teacher Console naming), README.md and

DIFF-REPORT.md (red-team changelog appended), this report. Apply commands are in the transmission covering this report. The two stated errors and all nine findings are closed in the same file the class already runs — overwrite, commit, push, and ship 13 stands.