

**Frederick Harrington**

**Fred Barnes**

**CO600: QA Form**

**31st March 2016**

Quality Assurance Form

| Basic Details | | | | |
| --- | --- | --- | --- | --- |
| Item Name: | gameServer.js | | | |
| Item Type: | Code: √ | | Documentation: | |
| Author: | HJ80 | | | |
| Item Description | Node server for handling instantiation and socket logic for the Image Annotate application | | | |
| Project Element | Design: | Frontend: √ | Backend: | App: |

| Code Standards | |
| --- | --- |
| Coding Convention: | QA JavaScript Standards |
| Conformity to Standard: | Good code, syntax is good and doesn’t break convention. Fails JSHint on line 13 as a result of OpenShift (chosen node host) environment setup – pass |
| Read-Me File: |  |
| Commenting: | Full and correct |
| Sign Off | |
| Changes Made/ToDo: | None |
| Signed Completion: | Frederick Harrington FH98 |