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| Product | Zork Code Inspection | | |
| Date | 9/12 | | |
| Author | Jeanne Deng, Huyue Gu, Neng Gu, Chengcheng Xu, Jiali Du | | |
| Moderator | Jeanne Deng | | |
| Inspectors | Jeanne Deng, Huyue Gu, Neng Gu, Chengcheng Xu, Jiali Du | | |
| Recorder | Jeanne Deng | | |
| Defect # | Description | Severity | How Corrected |
| 1 | After “register/login popup box” showed, the main screen is still listening to mouse actions | 1 | Disable mouse actions to main screen while popup box is under using |
| 2 | When user selected file to download from Map Server, it create additional local directory while saving | 1 | Modified algorithm to save the file into specific directory |
| 3 | When user type in whitespace in command line, no gameplay function respond | 1 | Modified algorithm so that client trim the whitespace in string |
| 4 | When Client send request to Server, it uses space to separate each input. If one of the input includes spaces, server will take it as each separate input | 1 | Fixed request rules |
| 5 | After user change the file name in local directory, it leads to a system crash | 1 | Alter user if the file “does not exist” and request user to re-download file from Map Server |
| 6 | If user put “key” into the container and left the room, user will not be able to open any other containers, since there is only one “key” in the game | 1 | Disable drop option on “key” |
| 7 | If user have the item in inventory, user should not be able to stack it in this inventory, since there is no consumable items | 1 | Disable take option on item that is already in user’s inventory |
| 8 | If user changed the local map file name and reload saved game progress, it leads to a system crash | 1 | Every time user load a saved game, Client automatically download the map from Map Server, and overwrite local file if exist |