

CMPT 371 Bug Party

Date: April 2, 2017

Location: S386

Material under Inspection: Development Build

Creators: All

Members Present: Brady, Kyle, Heramb, Janelle, Jack, Mackenzie, Kevin, Nhi, Ix, Evan (late)

Comments

For the bug party, the team split into two teams (Team 1: Sylvia, Evan, Heramb, Mackenzie, Jack; Team 2: Kyle, Brady, Janelle, Kevin, Ix). Each took an Oculus Rift headset and did their best to find and record as many defects as possible.

In total, the group found 32 defects:

- 38 were found in total
- 20 were found by both groups (53.125%)
- 8 were only found by Team 1 (31.125%)
- 10 were only found by Team 2 (15.625%)

Most of the issues found were related to bugs in the VR touch controller interface. All issues were logged into the defect database after the team debriefed on the bugs.