EECS 448 Group 11 Code Review

We discovered several faults through our team code review process. The faults that we discovered were not critical to the program running; they were mostly just minor bugs. This is why we did not recognize them during the development of the game and it was only when we walked through the code and played the game a few times that we discovered these issues.

The first issue we ran into was an issue with our DrawMenu function. The issue was that our menu was being drawn only on one of the html canvases and not over the whole program. We would rather have this being put over the whole screen so there are not random boxes when the user is on the menu screen. This issue was reported by Freeman and Jigyas during our code review, but we were unable to resolve this issue before we ran out of time.

The next issue we ran into was with our DrawCards function. The issue was that the cards were being draw with only the name on the top of the card without the description of what the card does underneath. This issue was brought to our attention by Gavin and was fixed by Andrew. He resolved it by modifying the DrawCards function to properly write the descriptions on each of the cards.

The next issue also involved the drawing of the cards. This issue was brought to our attention by Gavin. When we set up the project, we had all the cards drawn from launch. This became an issue because there are blank cards still displayed even though the user might not have those cards in their hand. We were unable to resolve this fault before the time ran out.

The next fault we had was with our CardProcessing function. This issue was also brought to our attention by Gavin. The issue with this is that the user was unable to check the range of the opposing user’s units without error. This was not too big of an issue and we had larger issues to fix, so we decided to not fix this issue either.

The next fault we had was with our card and action rounding functions. The blank cards that I mentioned previously were a part of this issue as well because if the user clicked in these blank cards, the game would still think there could be a card there and run through the logic as if there was a card there. We did not get around to fixing this fault either.

The next issue was a fault with our commander. Our unit destroyed trigger was not being called when the Commander was destroyed by a guard tower. Freeman brought this issue to our attention and Gavin resolved the fault. He resolved the fault by looking at the implementation of this trigger and made the necessary changes to make it work properly.

The next issue was with our log box. This issue was brought to our attention by Andrew. The issue was that the log box would overflow if the log filled up the html canvas. Gavin fixed this issue by checking for when the canvas was full and resetting the log at that point.

Our final fault that we found was a potential for a stalemate. The issue was that the stalemate checker was counting Guard Towers as valid units. Freeman resolved this issue by changing the valid unit checker and making sure Guard Towers were not considered so the game could now end in a stalemate.