

# Inspection Issue Log

<b>Origin:</b>	Requirements, Design, Construction, Testing
<b>Type:</b>	Missing, Wrong, Extra, Usability, Performance, Style, Clarity, Question
<b>Severity:</b>	Major, minor

**Project:** Space Trader

**Meeting Date:** 11/22/19

**Defects Found:** 4 Major, 10 minor

**Recorder:** Nicholas Hutchison

**Defects Corrected:** 4 Major 3 minor

	Origin	Type	Severity	Location	Description
1	T	U	m	Market.java	Price calculations for selling prices when Player's merchant skill are excessively high, affecting playability
2	T	W	M	FormRepair.java	Calculation used in determining repair cost divides by Player's engineer skill, which possibly throws DivZeroExc
3	R	M	m	BanditUI.java	Player is sometimes returned to origin planet, when Player should proceed to intended dest. after NPC encounter.
4	R	W	M	NPC UIs + GameController	Player is unable to repair or refuel at any time, as though an NPC encounter is taking place.
5	T	W	M	GameController, ConfigurationDispScreen	Universe is instantiated twice, resulting in player's spawn location mismatching with true location to travel from.
6	D	U	m	PlayerStatusUI.java	Player status UI sometimes takes display priority over other UIs, which is a minor annoyance for the player.
7	T	P	m	PlayerStatusUI.java, EndGameUI.java	Player can continue playing past win/lose state unless they refresh PlayerStatusUI- then endgame takes effect.
8	C	M	m	Bandit.png	Bandit.png was lost on repo, resulting in an NPE during runtime when loading image for BanditUI.
9	C	S	m	Most UIs	Adding directly to JFrames instead of using a LayoutManager can result in undesirable UI behavior.
10	D	S	m	All UIs	UIs should extend JFrames to support code reuse and reduce redundant JComponents in UIs.
11	D	P	m	All UIs	Multiple UIs must be used to complete single actions (i.e. TravelUI and NPC encounters), consider reducing UIs.
12	C	C	m	BuyItemCommand, SellItemCommand	Items bought or sold are accounted for using constructors- is this necessary or could methods in Player.java handle it?
13	T	U	M	Market, MarketUI	Market can only handle 10 unique items. Adding game-winning (if 11th) item can result in IdxOutOfBoundsExcp.
14	C, R	W	m	Item.java	Game-winning item should be called [playName]'s Universe instead of Golden Snitch
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