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| --- | --- | --- | --- | --- | --- | --- |
| No | LOC | Severity | Class | Type | Description | By |
| 1 | 274 | major | Wrong | Checking | Cannot compare a java string object with ==. Should use .equals( ) Fixed by being changed to .equals(). After testing, it works and enemies are now spawning from the json. | Aaron |
| 2 | 277 | major | Wrong | Checking | Cannot compare a java string object with ==. Should use .equals( ) Fixed by being changed to .equals(). After testing, it works and enemies are now spawning from the json. | Aaron |
| 3 | 280 | major | Wrong | Checking | Cannot compare a java string object with ==. Should use .equals( ) Fixed by being changed to .equals(). After testing, it works and enemies are now spawning from the json. | Aaron |
| 4 | 38 | major | Wrong | Initialization | the ArrayList<EnemyModel> called queuedEnemies is never actually created and so is null while being used | Aaron |
| 5 | 531 | major | Wrong | Function | getVisibleModels() returns a new empty hashmap. So it would say no models are visible only returns the player model and nothing else | Aaron |
| 6 | 372 | major | Wrong | Algorithm | Under Update(dt) it iterates through the bulletList and deletes the ones that are marked for delete. Array lists should not have something removed while iterating using a for loop. Instead make a list of everything that needs removed and remove it all at once outside the iteration. Or use an iterator | Aaron |
| 7 | 4 |  | Wrong | Function | update should be void (all update methods always return 0) | Phil |
| 8 | 75 |  | Wrong | Function | update should be void (always returns 0) | Phil |
| 9 | 235 | major | Wrong | Initialization | Adding the string linein even though linein is null since it was never defined. | Aaron |
| 10 | 95 | minor | Wrong | Checking | if(em.getDead() == true){ should just be if(em.getDead()){  by convention | Aaron |
| 11 | 257 | major | Wrong | Algorithm | tileImages[yy \* **rows** + xx] is the wrong index for the nest for loop, **“rows”** should be **“cols”** | Jessee |
| 12 | 55 | minor | Wrong | Class | Magic String in code, should be moved to its own class and referenced through a variable | Jessee |
| 13 | 138 | minor | Wrong | Assignment | Loop index should “i” or a descriptive name | Jessee |
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**CSC 439/539 Issue Logging Form**

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Team#6

Team members Trey Hope, Aaron Disibio, Philip Whernersbach, Jessee Meadows, and Trent Wilson

Date 10/31/2014