

# Tower Dream

## Design Inspection, Code Inspection, Unit Testing

Team 15

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### Design Inspection

Product	Gameplay Modules
Date	2/11/18
Author	Team 15
Moderator	Brandon Marx
Inspectors	Team 15

Defect #	Description	Severity	How Corrected
1	User able to walk off the map	2	Create invisible wall to restrict play area
2	Hard to tell when it is setup time and wave time	1	Create obvious indication about the time
3	Standing directly in front of an enemy unit will cause it to be blocked and unable to move.	2	Implement unit collision (Not yet implemented)
4	Pausing only pauses friendly units and towers, and enemy units still move	3	Edit enemy movement to move along with game time (Not yet implemented)
5	Friendly units also show up as a counter in enemies left	2	Change enemy left counter to not include all units, only

			enemies
6	Gold gain is not fully functional	2	Implement in sprint 2
7	Map boundaries aren't concretely defined	1	Edit map to not allow traversal beyond boundaries
8	Enemies left counter bugs due to refresh rate not being quick enough. If enemy dies too fast, counter sometimes doesn't decrease	2	Make enemy left counter refresh faster

Product	Register and Login Modules
Date	2/11/18
Author	Team 15
Moderator	Brandon Marx
Inspectors	Team 15

Defect #	Description	Severity	How Corrected
1	Login is not implemented into game	3	Implement working php scripts into unity game.
2	Non-alphanumeric characters are allowed	1	Write checks for invalid characters

Product	Menus/UI Module Inspection
Date	2/11/18
Author	Team 15
Moderator	Brandon Marx
Inspectors	Team 15

Defect #	Description	Severity	How Corrected
1	Moving to next scene from main menu always goes to scene #1 from scene #0	2	Changed scene moving from #1 to current scene + 1, and changed scene build order
2	Pause menu wouldn't pause the game	2	Edited pause menu script to change game time to 0 when pausing, and back to 1 when pause menu is gone

## Code Inspection

Product	Gameplay
Date	2/11/18
Author	Team 15
Moderator	Brandon Marx
Inspectors	Team 15

Defect #	Description	Severity	How Corrected
1	Some images/panels were showing by default, causing overlay of UI	2	Fixed all panels to show when they are supposed to, so UI shows correctly
2	Some game status is controlled in level manager	1	Separate them into a game state manager, and dedicate level manager to spawn and timer
3	Lack of comments in many sophisticated code section	1	Add comments to code
4	Many separate handler for one boolean used for some game objects	1	Create a game state manager, control boolean through manager class
5	Hard code scene jump to menu from game scene from pause menu	1	Create menu variable instead of using "Menu" string

## Unit Tests

Product	Gameplay
Date	2/11/18
Author	Team 15
Moderator	Brandon Marx
Inspectors	Team 15

Defect #	Description	Severity	How Corrected
1	Entering game from main menu keeps screen dimmed as if pause menu is still there	1	Changed pause menu image to not show up on canvas when first entering game.
2	Defeating an enemy does not currently give gold.	2	Increase gold count whenever an enemy dies (yet to be implemented)
3	Defeating a wave does not currently give gold	2	Increase gold count whenever a wave finishes (yet to be implemented)
4	Time between waves counter currently starts as soon as the wave spawns, not after the wave is defeated.	2	Change when the counter begins and is reset (yet to be implemented)
5	When attempting to build a tower without enough currency, does not give warning that user does not have enough gold	1	Display text on canvas temporarily that the player doesn't have enough gold. (yet to be implemented)

6	When enemy spawns but is not yet hit, HP bar still shows	1	Change HP bar to only show when HP is less than full (yet to be implemented)
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