

# Tower Dream

## Design Inspection, Code Inspection, Unit Testing

Team 15

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### Design Inspection

Product	Register and Login Modules
Date	3/4/18
Author	Team 15
Moderator	Brandon Marx
Inspectors	Team 15

Defect #	Description	Severity	How Corrected
1	Switch between Login and Register Scene is lagging and slow	3	Implement Login and Register input box in the same scene
2	Non-alphanumeric characters are allowed	1	Write checks for invalid characters in the game front-end
3	Unable to show error message for user when they input wrong information	1	Change text content instead of enable it
4	Didn't load next scene when Login or Register is clicked	1	Set scenes in build setting
5	Can not get user info (like username) in other scene of the game	2	Save variables that is needed in all parts of the game in a script and declare them as

			public static
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### Code Inspection

Product	Gameplay
Date	3/4/18
Author	Team 15
Moderator	Brandon Marx
Inspectors	Team 15

Defect #	Description	Severity	How Corrected
1	Implementation of Offensive units is awkward. Attacking without player involvement isn't good.	3	Changing of the Requirements for Attack. The User is now also the attacker instead of purchaser of offensive units
2	Player unit turning rate is awkward, might cause problem when creating offensive moves	2	Tweak with turn rates and AI functionality
3	Enemy movement does not follow orders, simply move north	1	Add AI Functionality
4	Enemy movement does not stop on game pause	2	Implement Global function that stop every asset from running
5	Some art assets are not completed	2	Add more assets in the program

## Unit Tests

**Testing type:** We did not utilize automated testing, as employing automated testing into a game is difficult as well and not very efficient. Instead, we manually tested our different modules in order to find defects, as well as manually using our previously defined unit tests.

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

Defect #	Description	Severity	How Corrected
1	The game does not allow to upgrade defense	1	Modify the upgrade defense part when entering the game
2	When attempting to build a tower beside the specific site, does not give warning that user does not have this right	1	Increase the area edge between the allowed area and unallowed area.

3	The game cannot be saved after closing the game	1	Put up a new segment of codes about saving the current scores and the progress
4	The game does not allow to upgrade offensive	2	Modify the upgrade offensive part when entering the game
5	The enemies cannot be a different variety	2	Increase the variety of the art assets of the enemies