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| Defect Types  10 Documentation  20 Syntax  30 Build, Package  40 Assignment  50 Interface | .  60 Checking  70 Data  80 Function  90 System  100 Interface |

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| **TSPi Defect Recording Log: Form LOGD** |

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| **Name: Lim Chong Fatt** | **Team: .DUEL** | **Instructor: Mdm Nurfauza Jali** |
| **Date: 30/11/2014** | **Part/Level: Integration Test** | **Cycle: 1** |

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| Date |  | Number | |  | Type |  | Inject |  | Remove |  | Fix Time |  | Fix Defect |
| 16/11 |  | 1 | |  | 80 |  | Code |  | Int. Test |  | 43 mins |  |  |
| Description: | | | Right and left buttons for moving the blocks cannot execute correctly when the blocks are dropping. Set wrong location for pointer. | | | | | | | | | | |
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| Date |  | Number | |  | Type |  | Inject |  | Remove |  | Fix Time |  | Fix Defect |
| 16/11 |  | 2 | |  | 50 |  | Code |  | Int. Test |  | 27 mins |  |  |
| Description: | | | After executed “Restart” on the game interface, the screen should clear and start a new game. | | | | | | | | | | |
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| Date |  | Number | |  | Type |  | Inject |  | Remove |  | Fix Time |  | Fix Defect |
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| Description: | | |  | | | | | | | | | | |
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| Date |  | Number | |  | Type |  | Inject |  | Remove |  | Fix Time |  | Fix Defect |
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| Description: | | |  | | | | | | | | | | |
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| Date |  | Number | |  | Type |  | Inject |  | Remove |  | Fix Time |  | Fix Defect |
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