Inspection Issue Log

	Origin:	**R**equirements, **D**esign, **C**onstruction, **T**esting
	Type:	**M**issing, **W**rong, **E**xtra, **U**sability, **P**erformance, **S**tyle, **C**larity, **Q**uestion
	Severity:	**M**ajor, **m**inor

Project: Star Trader Remake_____

Meeting Date: 4/15/20 **Recorder:** Joseph Rollins

Defects Found: 4 Major, 12 minor **Defects Corrected: 0 Major 0 minor**

	Origin	Type	Severity	Location	Description
1	C	E	m	Region.java	unused clearRegions() method
2	C	E	m	Region	unused getUsedNames() method
3	C	E	m	Region	unused getUsedDescriptions() method
4	D	S	M	TechLevel	TechLevel should've been a class
5	C	Q	m	Region	Should distances be stored; prevent dupl. calculations?
6	D	C	m	Player	region setVisited() is handled by controllers, not player
7	C	C	M	RegionMap roller	setupTravelArc. That is all.
8	D	S	m	TravelPage roller	Number to determine NPC propogated unnecesarily
9	C	W	m	TraderNPC	getTraderNPC() returns new trader everytime
10	C	E	m	NPC.java	RollEngineer() never used
11	C	W	M	BanditNPC	fightBandit() health loss not implemented correctly
12	C	E	m	BanditNPC	getHealthLoss() not used
13	D	M	M	NPC	Should have startInteraction() abstract method
14	C	C	m	All	Calculations with random numbers have constants that should be extracted as final variables
15	C	S	m	RegionView nroller	Chained method calls too long
16	C	P	m	MarketPlac wControlle	Duplicate method calls instead of just inventoryBar()