Design Inspection, Code Inspection, and Unit Test - Team 5
David Wood, Alexander Ferrard, Ayush Patel, Eric Vondrak, Sanjit Reddy Sama

Design Defect Log

Product	Battletracks Design Inspection		
Date	9/21/18		
Author	Battletracks Development Team		
Moderators	David Wood		
Inspectors	Alexander Ferrard, Ayush Patel, Eric Vondrak		
Recorder	Sanjit Reddy Sama		
Defect #	Description	Severity	How Corrected
1	Server tried to access database "BattletracksDB" when the actual database was called "Battletracks_db" .	1	Server now accesses the database using the correct name.
2	"GameFunctions.js" was accidentally named "gameFuncions.js" which led to errors when the file was referenced for other modules.	3	Renamed file to what it is supposed to be.
3	Login button created a popup modal instead of using Google authentication.	2	Modal was removed and code for Google authentication was added.
4	Going to home page went to outdated index file.	3	Changed the path in Server.js to the correct file (HTML to EJS).
5	Profile name wasn't showing up in game after coming from Google	3	Html code was missing an '=' so the

	authentication.		name wasn't showing.
6	Google authentication API was always responding with "Unauthorized" when requested.	1	Reset the Secret ID for developers using the Google+ API .
7	Google authentication was stuck in an infinite loop.	1	The database query was changed to access result.displayname[0] instead of result.displayname.

Code Defect Log

Product	Battletracks Code Inspection		
Date	9/21/18		
Author	Battletracks Development Team		
Moderators	David Wood		
Inspectors	Alexander Ferrard, Ayush Patel, Eric Vondrak		
Recorder	Sanjit Reddy Sama		
Defect #	Description	Severity	How Corrected
1	When user accesses the home page, the server would crash due to an undefined cookie.	1	The function now uses a try catch to see if the cookie exists. If not, it creates one for the user.
2	"loc" variable referred to as "location" during reference .	3	Change "location" to "loc".
3	Used opposite values of x and y when searching the game board for a ship.	2	Searched the 2D array using the y point first and then the X point.
4	Invalid accessing of return array of mysql query.	2	Properly access return array.
5	Register function in server was not being	2	Added register to

	exported to other modules, thus other modules calling this function hit an error.		function exports.
6	Google authentication was not serializing user information for storage.	1	Added serialize function.
7	The redirected page for after logging in was not rendering .	1	Changed the file path for the redirection statement to the correct path for the .ejs file.

Testing Defect Log

Product	Battletracks Unit Test		
Date	9/21/18		
Author	Battletracks Development Team		
Defect #	Description	Severity	How Corrected
1	Module: remote server interaction When writing a unit test for checkHit_test, it required a connection to the database on the remote server where our Jenkins is running was required for the automated test to pass.	1	A database connection was added to the remote server.
2	Module: Database Unable to successfully mock user data for testing input for procUser().	2	Mocked only necessary parts of the user profile
3	Module: Game functions Switched x and y coordinates when checking if ship had been placed.	3	Switched x and y coordinates back so ship placement test now works.