SuperSweeper Defect Log
9/13/13
Team #8:
Offir Golan
Adam Rea
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Design Inspection

Product	SuperSweeper Design Inspection
Date	9/13/13
Author	Adam Rea
Moderator	Chris Wendt
Inspectors	Adam Rea, Austin Drefke
Recorder	Offir Golan

Defect #	Description	Severity	How To Correct
1	No module assigned to keep track of user score.	1	Create score property in each level's property file
2	Class hierarchy issues within game panel	2	All logic should belong to sub panels instead of a single game panel.
3	GridUnit should not contain logic	3	Move logic to GameState
4	GridUnit should not contain actions	3	Move actions from GridUnit for GameState
5	Differentiate Mouse Click and Mouse Pressed Events	2	Most actions should be done through mouse pressed events due to dragging operations
6	Panel coordination should be done through	2	Put all panel

	Game Frame		transition logic in GameFrame

Code Module Inspection

Product	SuperSweeper Code Module
Date	09/13/13
Author	Team 8
Moderator	Offir Golan
Inspectors	Austin Drefke, Chris Wendt
Recorder	Adam Rea

Defect #	Description	Severity	How To Correct
1	GameFrame: Menu bar selections not working, including "New Game", "Login/Logout", and "Main Menu".	2	Add implementation for actionperformed when those are selected.
2	GamePanel: When selecting node, if you hold down click and then move to another selection, program will still select the initial location.	2	Select the mouse location when the mouse is released instead of when it is pressed.
3	GamePanel: Game doesn't say how many mines are in the level.	2	Run a counter from the number of mines that decrements when user places flag.
4	GamePanel: overshadows powerup and help buttons	1	Move powerups to a separate panel.
5	GridUnit: Variables declared private aren't accessible.	3	Create getters and setters or change access level to public.
6	GameState: Empty flagged grid units were	2	Do not check flagged

	destroyed with the expanding function.		units in expansion.
7	GridUnit: Clicking on a flagged unit would initiate pressed event and reveal number	3	Removed press actions from already flagged units.
8	GamePanel: Array out of bounds error occurs when clicking outside of grid.	2	Added an isValidGridUnit function which does bounds checking.
9	GamePanel: Couldn't find properties files.	1	Add properties files to build path.
10	GamePanel: Minefield not populated on first click when dragging off the grid.	2	Always pair the setting of firstClick and populating the mines.
11	GameFrame: If you minimize game too small, the grid will be painted incorrectly.	2	Create minimum size of the frame.

Unit Testing

Product	SuperSweeper Unit Testing
Date	09/13/13
Author	Team 8
Moderator	Austin Drefke
Inspectors	Offir Golan, Chris Wendt
Recorder	Adam Rea

Defect #	Description	Severity	How To Correct
1	No level select or main menu	1	Implement the LevelSelectPanel and have multiple levels.
2	Upon finding all of the mines the user is not notified that the game is over.	1	If all of the bombs are marked with flags

3	When a mine is selected, the user can still select other grid units.	2	Make a game over screen that stops the gameplay.
4	No score displayed	2	Create scoring convention.
5	Powerups don't work correctly. Selecting their buttons does nothing.	2	Implement powerups logic.
6	No high score for completing the level	2	Implement scoring logic and high score for each level.
7	There is no time limit displayed	2	Implement time limit logic so that you must complete game in a preset amount of time.
8	All menu buttons besides Exit do not do anything.	2	Implement the menu buttons, including "Reset Level" and "Main Menu".
9	Screen flashing when calling paint.	1	Call repaint.