

CS 408 Design Inspection

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Severity: 1(Critical) - 3(Not severe)

Design Inspection

Product		GuessIT Design Inspection		
Date		02/06/2017		
Defect #	Authors	Description	Severity	How correct it
1	Dennis Chia	Storing images in database would affect performance and complexity too much.	1	Store file paths instead
2	Aili Yew	Too many tables in database might affect performance	2	Use temporary tables that only exists during the duration of the user session.
3	Qian Zhang	Score table in swipe menu format is hard to demo on application emulator	2	Replace swipe menu formatted score table to pop-up window. And add "Score" button at the screen bottom to invoke pop-up window.
4	Aili Yew, Xiaotian Yu	Determining which user sees what as the game proceeds.	1	Hint giver and the other players would have different user IDs. Based on the different IDs, you can switch between different activities. The ID would change once the hint giver becomes a regular user and it would be saved in the database.
5	Dennis	Store avatar in	2	Use API to randomly

	Chia	database would slow down running speed and take a lot space		generate avatar, which will not be stored in database.
6	Xiaotian Yu	If the hint giver leaves the game firstly, the other players in the game will not know the correct picture.	2	Pop up a message box said "The hint giver leaves the game. Game over.". Then the other players could choose either stay in the game or leave the game.
7	Dennis Chia, Xiaotian Yu	No module to determine next hint giver	3	Randomize in the order of them joining the game,
8	Ai Li Yew	Determining when game ends without anyone leaving the game	3	The game ends when all players have taken turns to set the hint and all rounds are complete.
9	Qian Zhang	Empty game saved in database is meaningless and affects running efficiency.	3	When last user leaves the game, the game information and related player information will be deleted from database.
10	Yuzhu Yang	In team battle, randomly generated avatar may be misleading.	3	In team battle, user can choose to be either a monster or a human. Avatar is generated based on chosen role. If the user chooses to be a monster, all generated avatars for the user to pick should be about monster.
11	Yuzhu Yang	Time counter should be initial after a round	3	After a round finished, the time record will be

		is end.		stored into database, and the time counter will start at beginning.
12	Dennis Chia	WEB server was needed to connect multiple devices	3	Write a nodejs web server which listens to incoming connection with Socket.IO
13	Ai Li	Did not foresee needing two tables in database.	3	Wrote two tables in database

Code Module Inspection

Product	GuessIT Code Module Inspection		
Date	02/08/2017		
Authors	Dennis Chia, Qian Zhang, Xiaotian Yu, Aili Yew, Yuzhu Yang		
Defect #	Description	Severity	How to correct it
1.	Database not storing new entries	1	Used unique ID for different columns.
2.	The settime button did not jump into the select time table	2	Added java class into androidmanifest
3.	In order to change the popup window color, mistakenly changed the main page background color and have trouble changing it back, because deleted color attribute cannot be traced back.	3	Mistakenly deleted color attribute "colorPrimary" resulted in this defect. Fixed it by rebuilding a main page and replacing old main page by new one
4.	Alert did not pop up when the input size was not within the	1	Alert appears when the input size did not match the range until

	allowed range		the input size is within the range
5.	Thread listening to an event was duplicated every time the create game was created	1	Listener is created on start instead of when a button is clicked
6.	The hint was empty even though the hint was set	2	Stored the input to a string when the button "Confirm" was clicked. Then set the string as the message in the alert hint button
7.	In score table, player score follows player name which varies in length. It resulted in an unorganized display.	2	In the xml file of score table, define its align style to be aligning by one above the current one. The entire column will align with the first item, which is title.
8.	Username was allowing characters that are both alphanumeric and not alphanumeric.	3	Changed to correct regex pattern.
9.	In hint view page, hint went beyond textbox boundary when hint was unexpectedly long	3	Add vertical scroll bar to hint view page in case hint is too long and goes beyond text box
10.	Show <code>nullObjectException</code> while updating time showing on count down timer	1	Create textview object first, and then define it by its ID which is declared in xml file
11.	Could not retrieve image in ImagePage after saving.	1	File path was initially using time stamp, changed it to a unique file name path

			instead because the time stamp would always be different.
12.	The time button did not show up	2	Correct the id name of the button
13.	Once all pop up windows (eg.the score table) appeared, it would not disappear until back button on device was clicked.	1	Add customized style "isWindowTranslucent" to allow to close popup window by hitting area outside popup window
14.	The order of time button was wrong	2	Set the specific location for each button in xml file

Automated Unit Testing.

Product	GuessIt Automated Unit Testing	
Date	02/08/2017	
Authors	Dennis Chia, Xiaotian Yu, Qian Zhang, Aili Yew, Yuzhu Yang	
Test #	Framework	Description
1	Mocha	Automated testing can be run by using npm test which will run the test codes in test/test.js
2	Mocha	Testing that server and socket is successfully created by: <ol style="list-style-type: none"> 1. Creating a socket in the test file 2. Connecting to the server 3. Asserting that the socket is not null which also means that socket successfully connected to server 4. This means that socket and server is created correctly
3	Mocha	Testing that client receives the correct welcome message by: <ol style="list-style-type: none"> 1. Creating a socket and connecting it to server 2. Asserting that "You are connected!"

		message is received from the server
4	Mocha	Testing that game id and socket id is generated and sent to client by: <ol style="list-style-type: none"> 1. Creating a socket and connecting it to the server 2. Emitting a "hostCreateNewGame" event 3. Listen to event emitted by server containing game id and socket id
5	Espresso	Testing that the ready button works by checking if the button is enabled and a message dialog is popped up
6	Espresso	Testing that the set hint button works by checking if the button is enabled and an input dialog appears
7	Espresso	Testing that the hint button works by checking if the the button is enabled and a message dialog is popped up

Unit Testing

Product	GuessIt Unit Testing		
Date	02/08/2017		
Authors	Dennis Chia, Xiaotian Yu, Qian Zhang, Aili Yew, Yuzhu Yang		
Defect #	Description	Severity	How to correct it
1	When the web server starts listening to an event, even though the port was correct clients are not able to connect to it	1	By using a newer version of Socket.io dependency, the socket.io library that is used in android studio is now supported.
2	Page does not change when selecting Faction	1	An Intent was started in a function which was then called to

			jump to another activity
3	Unique player Id was not created for every player that starts the game	1	Using socket.io's unique id, we assign it as the unique player ID
4	The time does not stop when user submits the photo	1	Connect the counter function with the taking photo button.
5	In the middle of the game, player can hit the back button on the device which brings them back to the previous page	1	Disable back button to stop user from going back.
6.	Adding a ImageButton for the avatars gives a rendering error and crashes the application	1	Image assets were added into the Drawable folder to allow the picture to be rendered properly.