Dining Defense (Abdalla A Almazmi (aalmazmi), Anna Benjamin (benjamia), Michael Andrew Goldman (goldmanm), Mason P Herhusky (mherhusk), Bangqin Lin (lin461), Wei Zhang (zhan1613))

Sprint 2 Defect Logs

Design Defect Logs

Product: Main Menu
Date: 03/05/2016
Author: Mason
Moderator: Abdalla
Inspectors: Michael, Wei, Anna
Recorder: Alex

Defect #	Description	Severity	How Corrected
1	The barn and castle were too high in the built game.	3	Eyeballed the amount they were off by and moved them down.
2	The Settings button didn't do anything	2	Added the functionality of the button to send the user to settings menu when it is clicked
3	The play button didn't allow the user to start the game	1	Added the functionality so that the play button takes the user to the first level of the game
4	The setting and highscores menu were visible in the main menu and they were overlapping with it.	3	Moved the settings and high score menu more to the right so that they don't overlap with the main menu

Product: High Scores Menu
Date: 03/05/2016
Author: Mason
Moderator: Michael

Inspectors: Wei, Anna, Alex
Recorder: Abdalla

Defect #	Description	Severity	How Corrected
1	The space between the variable names shown on the header.	2	Merge the header to the table.
2	The menu title was too far down.	2	Adjust the title to the correct position.
3	The high score table won't resize as more scores are added.	2	Add a vertical layout group and place the scores inside.

Product: Settings Menu
Date: 03/05/2016
Author: Anna
Moderator: Wei
Inspectors: Abdalla, Michael, Alex
Recorder: Mason

Defect #	Description	Severity	How Corrected
1	User cannot edit Brightness or Volume to their liking	2	Added adjustment bars to Brightness and Volume
2	Volume slider (adjustment bar) didn't change the value of the volume	2	Added functionality so that the volume changes while the user slides the adjustment bars
3	Settings menu had a resolution slider, but we decided we did not want to be able to change the resolution.	3	Removed the slider.

Product: First Level
Date: 03/05/2016
Author: Wei
Moderator: Michael
Inspectors: Wei, Anna, Alex
Recorder: Mason

Defect #	Description	Severity	How Corrected

1	The camera was locked into position far away from the actual map making it inconvenient for the user.	2	Added zoom functionality so the user can zoom in and out of the map when needed
2	When the user zooms in, the user is locked to the position they zoomed in on.	2	Added drag and move functionality so the user can move left,right, up and down around the zoomed map
3	The user couldn't see the HUD (like the money, clock, and base health) once they zoom in too much.	2	Added a limit to how much they can zoom in so that the closest they zoomed is where the HUD elements are visible
4	The design of the paths was making one of the paths obsolete because the minions didn't know which path to take when there was a crossroads.	2	We deleted one of the paths making it a 2 path map
5	When the player wins or loses, the are only given the option to play again, which is too limited.	3	We added the option to go to main menu.

Product: Minions
Date: 03/05/2016
Author: Mason
Moderator: Abdalla
Inspectors: Michael, Wei, Anna
Recorder: Alex

Defect #	Description	Severity	How Corrected
1	The enemy spawns hamburgers, but this doesn't make a lot of sense because the enemy base is made of ice cream.	2	Enemy minions are now consists of ice-cream cones.
2	Only one kind of enemy minion was spawning.	3	Made the enemy base spawn 6 different kinds of minions in random order.
3	One of the minions we spawned was supposed to be a apple but it spawned a strawberry	3	Added the sprite for apple to spawn when apple was clicked

Product: Pause Menu
Date: 03/05/2016
Author: Michael
Moderator: Abdalla
Inspectors: Mason, Wei, Anna
Recorder: Alex

Defect #	Description	Severity	How Corrected
1	The pause button did not show in the game.	2	Corrected its location to appear in game.
2	Resume button did not properly resume the game.	2	Added the functionality of the button to resume game time.
3	The quit button didn't take the user back to the main menu.	2	Added the functionality so that the quit button takes the user to the main menu.

Code Inspection Defect Log

Product: Main Menu
Date: 03/05/2016
Author: Mason
Moderator: Abdalla
Inspectors: Michael, Wei, Anna
Recorder: Alex

Defect #	Description	Severity	How Corrected
1	The music in the main menu stops after the first time it goes.	3	Added a loop in the menu's code so that once it ends it starts again

Product: High Scores Menu

Date: 03/05/2016
Author: Mason
Moderator: Michael
Inspectors: Wei, Anna, Alex
Recorder: Abdalla

Defect #	Description	Severity	How Corrected
1	The High scores didn't move from the game to the high scores menu	1	Added code to save the scores when the game ends to a local folder and different code to import the scores to the high scores menu

Product: First Level
Date: 03/05/2016
Author: Wei
Moderator: Michael
Inspectors: Wei, Anna, Alex
Recorder: Mason

Defect #	Description	Severity	How Corrected
1	Score not incrementing with time.	1	Added code to increment money every time the 3-5 seconds passes.
2	Score not incrementing with apples.	1	Added code so that when an apple kills enemy minions the user gains money
3	The cherry bullets from the tower take too many hits to do much damage to the enemy minions.	2	Increase the amount of damage the bullets do from .5 to 2
4	The zoom in was zooming in/out too far and it goes past the map making the map not visible and the game unplayable	1	Added code to have limits to how far a person can zoom in and out with some if statements
5	The user can scroll past the map making the map not visible and making the game unplayable	1	Added code to have limits to how far a

			person can scroll

Product: Minions
Date: 03/05/2016
Author: Mason
Moderator: Abdalla
Inspectors: Michael, Wei, Anna
Recorder: Alex

Defect #	Description	Severity	How Corrected
1	The new minions added didn't stop when they were fighting, so they just slide by each other and go to the enemy's base and attacks it, making the minions obsolete.	1	Added a factor between the minion and the enemy minion so that the game checks with an if statement if there was a fight initiated the minions would stop moving.
2	Some enemy minions will jump out of their path and move to the left corner of the map.	1	By correcting the pathFinding method.
3	When keep clicking minion buttons very fast, new minions generated will go to the right corner in the map.	1	By correcting the pathFinding method.

Unit Testing Defect Log

Product: Main Menu
Date: 03/05/2016
Author: Mason
Moderator: Abdalla
Inspectors: Michael, Wei, Anna
Recorder: Alex

Defect #	Description	Severity	How Corrected
1	Menu Button was not working on high scores page after building, but works while in the test environment.	1	It turns out it was behind the scores

			panel, which made it still visible but not clickable.
2	Menu elements not scaling correctly with resolution size.	2	Make the resolution a constant.
3	Main Menu Background not the correct size. can see the high scores panel coming in from the right.	3	Changed the background to a background component of the canvas instead of a UI Image.

Product: High Scores Menu
Date: 03/05/2016
Author: Mason
Moderator: Michael
Inspectors: Wei, Anna, Alex
Recorder: Abdalla

Defect #	Description	Severity	How Corrected
1	High Scores Items not coming from game scores.	1	Added the amount of minions that got to the enemy's base within the time limit of the game.
2	High Scores Menu elements not scaling correctly with resolution size.	2	Make the resolution a constant.
3	High scores not saving between game sessions.	1	Saved the score at the end of each game on a local file and adds it to the high scores menu.

Product: First Level
Date: 03/05/2016
Author: Wei
Moderator: Michael
Inspectors: Wei, Anna, Alex
Recorder: Mason

Defect #	Description	Severity	How Corrected
1	Fruits are overlapping, which causes them to fly out in weird directions when spawned rapidly.	1	Changed the pathing from a navigation mesh to
2	Apples looked like strawberries.	3	Changed the apple sprite to an apple
3	Game locked in one position making it hard for the user to play the game.	1	Added scrolling
4	Minions collide and fly off of the path	1	Remove collider when minions are on the same team

Product: Minions
Date: 03/05/2016
Author: Wei
Moderator: Mason
Inspectors: Abdalla, Anna, Alex,Michael
Recorder: Anna

Defect #	Description	Severity	How Corrected
1	When keep clicking minion buttons very fast, new minions generated will go to the right corner in the map.	1	By correcting the pathFinding method.
2	Ally minions collide and block each other on the way.	1	By correcting the pathFinding method.
3	Enemy minions got killed near their own base will not disappear, but sort of blocking the path.	1	By correcting the die function.
4	Some enemy minions will jump out of their path and move to the left corner of the map.	1	By correcting the pathFinding method.
5	Health bars of strawberry and apple are not displayed correctly.	2	By correcting the healthBar function,