# Dining Defense Defect Logs, Design Inspections, Code Inspection, and Unit Testing

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Product: Main Menu Design Inspection

Date: 02/12/2016

Author: Mason

Moderator: Abdalla

Inspectors: Michael, Wei, Anna

Recorder: Alex

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| Defect # and Defect type | Description | Severity | How Corrected |
| 1 | Transition between main menu and high scores was looping. | 2 | Made a third state for the transition from high scores to go to, then had that go back to main menu. |
| 2 | NullReferenceException because menuScript was referring to the high scores button in it’s showHighScores method, but it had not been configured properly. | 1 | Added an onClickEffect to the high scores button linked to the showHighScores method. |
| 3 | After being prompted with “Are you sure you want to exit”, the buttons play and exit were intentionally made clickable, but the settings and high scores were still able to be pressed. | 3 | Changed the code in menuScript to disable settingsButton and highScoresButton. |
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Product: Minions to follow pathing, Minions Development Unit Test

Date: 02/12/2016

Author: Wei

Moderator: Mason

Inspectors: Abdalla, Anna, Alex,Michael

Recorder: Anna

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| Defect # | Description | Severity | How Corrected |
| 1 | Minion health bar goes down too fast when gets hit by a enemy (Input: Damage from minion. Output: Health decrease) | 2 | adjust/change the parameters that are used by damage calculation function |
| 2 | Ally minions collide and block each other on the way (Input: Minion moving. Output: Minion walking on path) | 1 | set up a shared collision layer between minions so that they won’t collide with each other |
| 3 | After destroying a minion, the enemy still keeps losing health even if the minion is gone (Input: Damage from minion. Output: Health decrease) | 1 | the damage calculation function for enemy is wrong. Put an if statement to check if the minion is still around or not. If not, stop the damage calculation. |
| 4 | When an enemy meets/collides with a minion, they do not stop and fight instantly. They slide for a short distance for half a sec.  (Input: Fight initiated between minions. Output: Minions stop and fight each other) | 3 | When the enemy and minion collide with each other, the map navigation function should be stopped instantly and their navigation speed and acceleration should be set to 0. |

Product: System Design Inspection

Date: 02/12/2016

Author: Dining Defense Team

Moderator: Mason

Inspectors: Abdalla, Michael, Wei, Alex

Recorder: Anna

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| Defect # | Description | Severity | How Corrected |
| 1 | Using different versions of Unity made it so we could not run each others’ scenes. | 1 | We all downloaded the most recent version of Unity. |
| 2 | When we tried commiting to github we were not able to because there were conflicts in very obscure files. | 2 | We decided to not include those obscure files and it worked just fine, but in the future we will include them in the .gitignore file. |
| 3 | While trying to convert the created map from Tiled (software used to create the map) to Unity we ran into some errors since some of the files needed were not downloaded | 2 | We checked the log and we found which files were missing and we added them to the folder |
| 4 | We could not pull each other's’ code because of merge conflicts. | 2 | We figured out that this was because our Unity was open when we were trying to merge, and it was locking the files from being edited. |
| 5 | After creating the Main Menu, we tried to integrate with the game, however clicking “play” didn’t get the game to start | 1 | We made it so when “play” was clicked the scene in Unity would change to the scene of the main game |
| 6 | After creating the Map the minions didn’t stay on the path they were supposed to move on in the map | 2 | We added collision objects on the borders of the path so that the minions don’t get off path |

Product: Pause Game Code Inspection

Date: 02/12/2016

Author: Michael Goldman

Moderator: Wei

Inspectors: Mason, Alex, Anna

Recorder: Abdalla

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| Defect # | Description | Severity | How Corrected |
| 1 | Minions would not stop moving | 1 | Stop game time |
| 2 | Could still create minions (non-moving) | 2 | Disabled buttons when paused |
| 3 | Enemy minions kept spawning after pause | 2 | Disabled minion spawning while paused |
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Product: System Unit Testing

Date: 02/12/2016

Author: Dining Defense Team

Moderator: Anna

Inspectors: Alex, Abdalla, Wei, Michael

Recorder: Mason

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| Defect # | Description | Severity | How to Correct |
| 1 | Keep clicking on Generate Minions and the money becomes negative | 1 | Added limit so if Money goes to 0 it cannot go any lower |
| 2 | Clicks on Generate Minions and the user does not have enough money for the minion | 1 | Added code to not allow users to buy minions if they don’t have enough money |
| 3 | Keep on clicking on Generate Minion and there is no limit to how many minions | 2 | Added code to put a limit on the amount of minions that could be spawned |
| 4 |  |  |  |

Product: System Code Inspection

Date: 02/12/2016

Author: Wei

Moderator: Abdalla

Inspectors: Michael, Anna, Alex

Recorder: Mason

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| Defect # | Description | Severity | How Corrected |
| 1 | Minions’ health bar gets drained too fast | 3 | Change the Minions script so that the damage for the enemy minions parameters are decreased |
| 2 | When user clicks on the Pause button the minions didn’t stop moving | 1 | Added some code in the script to stop game time when the pause button is clicked |
| 3 | When the user clicks on the Pause button he/she could still generate minions | 2 | Added code to turn off the functions of the buttons during the pause |
| 4 | Allied minions collide and block each other on the path | 1 | Added a shared collision layer in the minions’ code so that they don’t collide |
| 5 | After a minion dies it still causes the enemy minion damage | 1 | Added an if statement in the code in order to check if the minion is alive or not |
| 6 | Keep on clicking on Generate Minion and there is no limit to how many minions | 2 | Added code to the script to limit the amount of minions on each team |
| 7 | Clicks on Generate Minions and the user does not have enough money for the minion and the money went to negative | 1 | Code for money limit was missing so we added an if statement to the code to make sure that there was sufficient funds and to make sure the player’s money doesn’t go under 0 |
| 8 | When an enemy meets/collides with a minion, they do not stop and fight instantly. They slide for a short distance for half a sec. | 3 | Added code so that if the enemies collide the navigation function stops and the acceleration and speed gets reduced to 0 |