

## Inspection Issue Log

<b>Project:</b>	Ivan's Angels, the Sequel	<b>Origin:</b>	Requirements, Design, Implementation, Testing
<b>Inspection ID:</b>	1300655506	<b>Type:</b>	Missing, Wrong, Extra, Usability, Performance, Style, Clarity, Question
<b>Meeting Date:</b>	26/09/2019	<b>Severity:</b>	Major, minor
<b>Recorder:</b>			

### Defects Found:

- Major: 0
- Minor: 2

### Defects Corrected:

- Major: 0
- Minor: 0

	<u>Origin</u>	<u>Type</u>	<u>Severity</u>	<u>Location</u>	<u>Description</u>
1.	I	S/U	m	SimpleTestClient.java, line 45-46	For loop of line size 1 does not contain braces. This is ok for this specific scenario. But for extensibility, this will cause issues if any other lines of code were to be added.
2.	I	S	m	GameEngineImpl.java, line 48-49 GameEngineImpl.java, line 65-66 ...	The no braces styling on 1 line for loops and if statements is not consistent throughout the implementation. Examples are location 1 versus location 2.
3.					
4.					
5.					
6.					
7.					
8.					
9.					