

Product	Memedemic Game Design Inspection		
Date	10/13/17		
Author	Team 21		
Inspectors	Team 21		
Recorder	Team 21		
Defect #	Description	Severity	How Corrected
1	No easy way to handle “cured” status of memes	LOW	setMemeStatus params changed to int from bool to handle third status of “cured”
2	Card class was redundant and added extra complication without adding functionality	LOW	Removed Card class
3	No good way to distribute memes appropriately upon game creation	MED	Split board into 4 sections, with each differentiated by unique characters at their edges
4	Since Memedemic only has 24 locations, deck initialization only created 24 cards; not enough for gameplay	MED	Updated setupDeck to initialize deck with two of each location card

Product	Player Module Inspection		
Date	10/13/17		
Author	Rohan Swaroop		
Inspectors	Jonathan Poholarz, Aaron Nordhoff, Andrew Ring, Khanh Tran		
Recorder	Rohan Swaroop		
Defect #	Description	Severity	How Corrected
1	Player class was using Card class to represent cards, whereas all other classes were using integers	LOW	Changed Player to use integers to match all the other classes

Product	Parser Module Inspection		
Date	10/13/17		
Author	Jonathan Poholarz		
Inspectors	Aaron Nordhoff, Andrew Ring, Khanh Tran, Rohan Swaroop		
Recorder	Jonathan Poholarz		
Defect #	Description	Severity	How Corrected
1.	No in-game way to figure out commands	LOW	Added help command to give user game rules and information

Product	Board Module Inspection		
Date	10/13/17		
Author	Aaron Nordhoff		
Inspectors	Jonathan Poholarz, Andrew Ring, Khanh Tran, Rohan Swaroop		
Recorder	Aaron Nordhoff		
Defect #	Description	Severity	How Corrected
1	Loading a game was awkward due to player count being used in the constructor	LOW	Decoupled player count from constructor and moved function calls to GSM
2	Regions were hard to tell apart visually	LOW	Changed box design in printBoard
3	Actions remaining was not visible to the users	LOW	Added in additional Actions counter
4	Recognizing which meme was in which area was difficult	LOW	Changed spaces to underscores in display

Product	Location Module Inspection		
Date	10/13/17		
Author	Khanh Tran		
Inspectors	Jonathan Poholarz, Aaron Nordhoff, Rohan Swaroop		
Recorder	Khanh Tran		
Defect #	Description	Severity	How Corrected
1	Due to region changes, ifunny and tumblr needed a connection	LOW	Added new connection between these locations

Product	GameStateManager Module Inspection		
Date	10/13/17		
Author	Team 21		
Inspectors	Team 21		
Recorder	Team 21		
Defect #	Description	Severity	How Corrected
1	Could not set meme statuses when loading a game	MED	Added missing setCure function
2	Loading a game was awkward due to player count being used in constructor	LOW	Decoupled player count from constructors by adding additional function calls
3	Initial card drawing did not conform to the Memedemic rules	LOW	Updated setupPlayers to draw the appropriate number of cards based on the number of players
4	Initial infection was not randomized each new game	LOW	Changed the method used to obtain random numbers

Product	File IO Module Inspection		
Date	10/13/17		
Author	Jonathan Poholarz		
Inspectors	Aaron Nordhoff, Andrew Ring, Khanh Tran, Rohan Swaroop		
Recorder	Jonathan Poholarz		
Defect #	Description	Severity	How Corrected
1	currentPlayer and actionsRemaining were not being kept track of in save files	MED	Added new information to save files to track these

Product	Parser Class Unit Testing		
Date	10/13/17		
Author	Jonathan Poholarz		
Inspectors	Aaron Nordhoff, Andrew Ring, Khanh Tran, Rohan Swaroop		
Recorder	Jonathan Poholarz		
Defect #	Description	Severity	How Corrected
1	Passing no arguments to usage would crash the game	HIGH	Added additional check for lack of arguments
2	No error message for actionsRemaining <= 0	LOW	Added new error catches in commands that consume actions
3	Banning meme outside of 1-4 range would crash	HIGH	Added additional check for invalid meme selections

Product	GameStateManager Module Unit Test		
Date	10/13/17		
Author	Team 21		
Inspectors	Team 21		
Recorder	Team 21		
Defect #	Description	Severity	How Corrected
1	Could not end turn	MED	Added missing increment to currentPlayer
2	Drawing cards was conflicting with player movement	HIGH	drawCards was returning the wrong values; changed values to be correct
3	Discard command would not allow for discarding only one card	MED	Updated drawCards to support discarding only one card
4	Player could “move to” a location they are currently located at	LOW	Added an additional check to prevent moving nowhere and wasting an action
5	Incorrect logic was used to detect if a game was won.	MED	Fixed the logic

Product	Board Module Unit Test		
Date	10/13/17		
Author	Aaron Nordhoff		
Inspectors	Jonathan Poholarz, Andrew Ring, Khanh Tran, Rohan Swaroop		
Recorder	Khanh Tran		
Defect #	Description	Severity	How Corrected
1	Connections to VINE functioning incorrectly	LOW	Fixed incorrect numbers in Vine's setup
2	Counters were not updating properly	LOW	Added update functions and calls in the GSM to update the Board values as well

