

Product	Memedemic Game Design Inspection		
Date	9/14/17		
Author	Team 21		
Inspectors	Team 21		
Recorder	Team 21		
Defect #	Description	Severity	How Corrected
1	Game should take input from a parser, not directly from the board	High	Added class Parser which takes input from Board, and supplies Game with a command
2	Many game management functions better suited for GSM than Board class	Mid	Moved functionality up to GameStateManager and let board's purpose be more concrete as the set of locations
3	Hand class redundant	Low	Combined Hand and Player
4	A single card class could not differentiate between locations and events	Mid	Created EventCard and LocationCard subclasses
5	No easy way to send error messages to the user	Low	Changed GameStateManager functions to return integers instead of just booleans

Product	Player Module Inspection		
Date	9/17/17		
Author	Rohan Swaroop		
Inspectors	Jonathan Poholarz, Aaron Nordhoff, Andrew Ring, Khanh Tran		
Recorder	Rohan Swaroop		
Defect #	Description	Severity	How Corrected
1	No way to add cards to player's hand	High	Added function addCard()
2	No way to remove cards from player's hand	High	Added function removeNCards()
3	No simple way to check if player holds n number of cards	Low	Added function holdsNCards()
4	No way to change player's location	High	Added function changePlayerLocation()
5	playerCards vector was using Enums rather than instances of the Card class	High	Changed vector type
6	"this" keyword was not used in constructor, resulting in none of the variables being set	High	Included "this" in constructor

Product	Parser Module Inspection		
Date	9/19/17		
Author	Jonathan Poholarz		
Inspectors	Aaron Nordhoff, Andrew Ring, Khanh Tran, Rohan Swaroop		
Recorder	Jonathan Poholarz		
Defect #	Description	Severity	How Corrected
1	Needed a way to provide user with function usage instructions	Mid	Created getUsage method
2	No easy way to convert names of locations	Low	Created convertCard method to catch different ways of writing card names and converts them to integers
3	Handling card names in functions was difficult	Low	Created helper enums to work with card name and player roles

Product	Board Module Inspection		
Date	9/20/2017		
Author	Aaron Nordhoff		
Inspectors	Jonathan Poholarz, Andrew Ring, Khanh Tran, Rohan Swaroop		
Recorder	Aaron Nordhoff		
Defect #	Description	Severity	How Corrected
1	Player and meme names are too long to fit in location boxes on a command line game screen	Mid	Gave each player an abbreviated name of their role to be displayed on the board, and gave each meme a specific colored number to track the meme counter
2	Need a simplified way of tracking location stats and player locations	Mid	Created a Location struct within the Board class to track changes in game locations and player locations
3	Game functionality is handled by GSM, therefore the board class was modified to simply print what must be available to the user	Low	Simple data structures to reduce the complexity of the board class, focusing on printing and not handing game data
4	Error when assigning a string of length 2 to the playerRoles array	High	Increased size of each string by 1 to account for the null character
5	printPlayers was adding extra whitespace	Mid	Moved the std::cout line to outside the for loop
6	Issue while attempting to print a backslash character	High	Escaped the backslash character
7	movePlayer function failed to change the previous location's bool from true to false	High	Fixed a small error with the looping algorithm

Product	Location Module Inspection		
Date	9/21/17		
Author	Khanh Tran		
Inspectors	Jonathan Poholarz, Aaron Nordhoff, Rohan Swaroop		
Recorder	Khanh Tran		
Defect #	Description	Severity	How Corrected
1	A representation of the game board was not created yet.	High	Implemented board representation into the location class.
2	Needed an easier way to represent the website locations in the program.	High	Changed card structs to have a vector of adjacencies instead of pointing to adjacent structs.
3	Too many structs were defined.	Medium	Changed structure of the structs in accordance with defect #2.

Product	Parser Class Unit Testing		
Date	9/22/17		
Author	Jonathan Poholarz		
Inspectors	Aaron Nordhoff, Andrew Ring, Khanh Tran, Rohan Swaroop		
Recorder	Jonathan Poholarz		
Defect #	Description	Severity	How Corrected
1	Missing else case in Parser to handle misspelled commands	Low	Included else case to catch non-intended functions
2	Unused Parser functions missing dummy return lines	Low	Added missing returns
3	getUsage missing catchall else case	Low	Added “unable to find information for” error message
4	Capital letters were not being converted to lowercase	Mid	Fixed characters not being reassigned their lowercase
5	Filter displaying wrong error message	Low	Changed incorrect command to “filter”
6	Case conversion was skipping non-space single character elements	High	Removed mis-intended if statement during conversion

Product	Player Class Unit Testing		
Date	9/17/17		
Author	Rohan Swaroop		
Inspectors	Jonathan Poholarz, Aaron Nordhoff, Andrew Ring, Khanh Tran		
Recorder	Rohan Swaroop		
Defect #	Description	Severity	How Corrected
1	Issue with indexing in removeNCards meant that in certain cases, not enough cards were being removed from the hand	Mid	Stopped index from being advanced when deleting an item

Product	Location Module Unit Test		
Date	9/22/2017		
Author	Khanh Tran		
Inspectors	Jonathan Poholarz, Aaron Nordhoff, Andrew Ring, Rohan Swaroop		
Recorder	Khanh Tran		
Defect #	Description	Severity	How Corrected
1	Entering an invalid location number crashes when trying to get adjacency list.	High	Handled incorrect location parameter by returning a vector with -1 if the search loop completes without finding a match.