

CS408: Sprint 1 Defect Log

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Product	Overleven
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Design Inspection Defects (Defects when linking modules)

Defect #	Description	Severity	Solution
1	When adding the final graphics over the temporary squares enemy AI ceased to work correctly	2	Adjust the grid size which the pathfinding algorithm uses, adjust hitboxes on walls
2	Bullets didn't work after merging graphics branch	2	Stash the changes and pull from the master, giving a more updated branch.
3	Menu button was not in the correct place when merging.	3	Adjusted the values to work with any screen size.
4	Potions and boots didn't drop in correct places after the merge with graphics	3	Adjusted grid spacing to fit new graphics

5	Player didn't spawn in the correct location after merged with graphics	2	Adjusted the spawn location to fit with the new graphics
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Code Inspection Defects (Errors from human or bad code)

Defect #	Description	Severity	Solution
1	When player teleports, enemies bugged out and had no idea where to go	2	Add a check so that they stay still when the player teleports
2	After player teleports the player can walk through boundaries	1	Add barrier collisions to the player after it is recreated in a new position
3	When creating AI system, pathfinding matrix values were undefined when they were not supposed to be	1	Add undefined checks before the access matrix
4	When freezing enemies, enemies would instead have random movement	2	Set enemy velocity to zero so that AI movement calls aren't random.
5	Bullet did not move when created	2	Added physics and velocity to bullet
6	Game scene can't be accessed from the function other than 'create'	2	Added a global variable to store it
7	Player did not collide with walls appropriately	2	Adjusted sprite mask on wall collision box
8	When R (teleport) ability is cast once it	2	Moved cooldown timer into else

	would immediately go on cooldown and not allow the user to use multiple times		statement outside of ability timeout and subtracted the ability timeout from total cooldown
9	R ability (teleport) wouldn't go through walls initially	2	Changed how the R ability worked, now relocates the player through creation and deletion instead of velocity
10	When pressing the retry button on the losing page it would go to the menu	3	Changed the variable from the menu button variable to the correct retry button.
11	When clicking the menu button and you tried to play again the game would crash	1	Reset the enemies array so that the game could run properly.
12	Lose screen would not come up when the player died, the game would just crash	1	Add lose scene to the game object and properly play the scene

Unit Testing Defects (Errors while testing modules)

Defect #	Description	Severity	Solution
1	Can't pick up items because of collision is turned on for those items	3	Remove collision and change it to overlapping. Once item and player overlaps, destroy the item
2	Can't play with the play button when it was clicked	1	Took the input and linked it properly to the game screen

3	Keyboard inputs wouldn't register in the console log	2	Added the correct key listeners to make sure that the functions would run and print to console
4	The player can teleport onto the rock which is incorrect	2	Tracked where the rocks are and limited the teleportation area
5	The player can walk through enemies and not take damage multiple times while in contact with an enemy	2	Repeat check for enemy collision with character while in the same area