Summit Reliability Testing Defect Log

For Reliability Testing we will attempt to see the effects of leaving key application components running for extended periods by
- Keeping windows open for as long as possible
- Running rh game for extended periods
- Testing the interaction between the game and the remote high scores server, running for several days

We chose Reliability Testing because Java is notorious for memory leaks, especially when it comes to GUI components such as JFrames and complex graphics. Client-server interaction is also a key component in this product, so we also sought to test the reachability of the high scores server over extended periods of time.

Defect #	Defect	Correction	Severity
1	Remote high scores server seems to refuse all connections after running for extended periods	Manually restart server at regular intervals? Not sure exactly what's wrong...	2
2	Starting many game menus and leaving open for extended periods results in dramatically slower performance	JFrames used in menus are not properly disposed? Check that memory is freed after closing.	2
3	If game is left running for extended periods of time (hours), graphical and physics-related bugs occur that render game unplayable	Perhaps an error in the game timer?	1