Summit Stress Testing Defect Log

For Stress Testing we will attempt to open as many windows as possible by,
- Trying to open as many windows of a single type as possible
- Trying to open as many windows of multiple types as possible
- Trying to open as many windows as possible and start as many game instances as possible

We chose Stress Testing because at one point we noticed that running the game could cause a slight slow down of the system and certain games are known for the fact that their requirements to run are difficult to meet. Other times games are able to run on a system, but run very slowly or cause system slow downs.

Defect #	Defect	Correction	Severity
1	Opening many windows of high scores, instructions, and screen options uses up many resources	Make it so only one window of each type can be open at a time.	3
2	Opening many windows from the menu, then the game causes a massive slowdown of the system	Make it so windows close when a game is started	2