

Product	Summit - Code Inspection		
Date	2/6/2014		
Moderator	Sam Dickson		
Inspectors	David Zinn, Artemiy Oblasov		
Recorder	Niraj Venkat		
Defect #	Description	Severity	Correction
1	Deadlock occurring b/w addMe2 getSize() for gameLobby arraylist	2	Remove the second synchronize block
2	Elieuts can join game lobbies multiple times	3	added a check to see if client has already joined that lobby
3	clients can join more than one game lobby	3	added a check to see if the client has already joined a game lobby
4	Keyboard.getEventKey() does not recognize when key is released	2	Pair with Keyboard.getEventState() to know if key is pressed down.
5	Cannot create sample Game screen with specified resolution.	1	There is a function called Display.setDisplayMode(int,int) that can.
6	When trying to move a box on screen, it <del>stretch</del> stretches out instead of moving	4	When drawing box, change glVertex(x,x) to glVertex(x,y)
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