Product	Summit - Regression Testing
Date	2/14/14
Moderator	Sam Dickson
Inspectors	David Zim, Niraj Venkat
Recorder	David Zim

Defect #	Description	Severity	Correction
1	Client should not accept duplicate players from server	1	Check to see that the player does not already exist
2	Server crashes upon receiving Null Player & lobby, or IneidAddress	2	add try/catch/finally block to prevent server from exiting ungracefully.
3	Duplicate Player allows client to start game when lobby is not full.	3	Disallowed Multiple (Duplicate players. Added checks for this in Game Lobby
4	Off-by-one error sometimes allows player to fall through platform without collision.	1	Fix off-by-one error on server side.
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