Product	Summit — Sprint 2 Unit Testing		
Date	02-21-13		
Moderator	Niraj Venkat		
Inspectors	Sam Dickson, David Zinn		
Recorder	Sam Dickson		
Defect #	Description	Severity	Correction
1	Intersect with moving platforms did not detect collisions	1	updated hitbox with platform movement
2	Intersect with platforms detected collisions vertically that were not there	2	collision detection on the Y axis was off by one
3	getTime was off by 10 every time	2	~~the~~ multiplier was 100, changed to 1000
4	~~setDisplayMode~~		
5	setDisplayMode returned true even if not already set	3	fixed if statement &&'s
6	casting another object as an entity allowed it to be passed to Intersects()	1	added a check to see ~~o~~ if passed object was an instance of Entity
7			
8			
9			
10			