

Product	Summit - Sprint 2 Code Inspection		
Date	02-21-13		
Moderator	Niraj Venkat		
Inspectors	Sam Dickson, David Zinn		
Recorder	Sam Dickson		
Defect #	Description	Severity	Correction
1	Texture could be null if image file is not found, causing NullPointerException	2	Add check for null after texture is loaded.
2	glBegin() not accompanied by glEnd() in Platform Entity.java	1	Add glEnd() after setting up textures with glBegin().
3	No way to differentiate Platform type (e.g. sliding, stationary, sticky, lava, etc.)	3	Add protected ENUM to hold platform types.
4	Intersects method not working for moving platforms	1	Hitbox around Platform not being updated on platform move.
5	World builder drawing out of screen bounds by a few pixels because of off-by-one error!	3	Fix loop constraints and check height and width in initial setup. Subtract one.
6	OpenGL parameters missing and throwing errors. Eg: GL-TEX-2D	2	statically import library org.lwjgl.opengl.GL.*;
7			
8			
9			
10			