

Product	Summit - Incremental Testing		
Date	2/14/14		
Moderator	Sam Dickson		
Inspectors	David Zim, Nitraj Verkat		
Recorder	David Zim		
Defect #	Description	Severity	Correction
1	server does not remove client from lobby after disconnect.	2	Add function to disconnect() to handle removing a player from lobby.
2	Server doesn't return list of high scores properly. Prone to threading errors.	3	Add synchronize block to high scores list.
3	UDP Packets not reaching client from server. Sprites are not being redrawn.	1	Add separate networking thread? check port forwarding behind firewall.
4	Sometimes client receives duplicate player entries from server.	1	* Recreate TCP thread?
5	Off-by-one error allows extra server lobby beyond that defined in constants file.	2	Add/change check for number of existing lobbies. should be <, not <=.
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