


Product	Summit - Sprint 2 Design Inspection		
Date	02-21-13		
Moderator	<del>Sam Dickson</del> Niraj Venkat		
Inspectors	Sam Dickson, David Zinn		
Recorder	Sam Dickson		
Defect #	Description	Severity	Correction
1	Platform is misshapen 	2	Drawing quadrilateral vertices in wrong order. Fix in Platform Entity.java
2	World is building out of bounds of screen	1	Adjusting the scale of scene to be within screen bounds in WorldBuilder.java
3	Textures are not a power of 2 in height and width	2	Create custom textures compatible w/LWJGL & stick
4	Currently doesn't run on unsupported screens	3	Support dynamic resolution sizing for screens greater or less than 1024x768
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