Product	Summit - Design Inspection		
Date	2/6/2014		
Moderator	Sam Dickson		
Inspectors	David Zinn, Artemiy Oblassov		
Recorder	Niraj Venkat		
Defect #	Description	Severity	Correction
1	Player ids were assigned by # of current players allowing 2 to have same id	2	Now assigns id by how many players have previously connected
2	Bullet collisions may not register	2	Look into using acknowledgement and retransmission
3	Currently UDP transmission is running slowly	1	Change two ports per client (back and forth) to one port for both.
4	LWJGL OpenGL bindings on sprites not loading correctly	3	Using .gif instead of .png for sprites might display correctly
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