

Product	Summit - Sprint 2 Unit Testing		
Date	02-21-13		
Moderator	Niraj Verkat		
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	get time was off by 10 every time	1	the multiplier was 100, changed to 1000
4	Intersect with platforms did not detect collisions		
5	set Display Mode 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 Intersect()	1	added a check to see if passed object was an instance of Entity
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