


| Product    | Summit - Sprint 2 Design Inspection  |          |  |
|------------|--|----------|--|
| Date       | 02-21-13   |          |  |
| Moderator  | <del>Sam Dickson</del> Niraj Verkat  |          |  |
| Inspectors | Sam Dickson, David Zinn  |          |  |
| Recorder   | Sam Dickson  |          |  |
| Defect #   | Description  | Severity | Correction   |
| 1          | Platform is misshapen<br> | 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  |
| 5          |  |          |  |
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| 9          |  |          |  |
| 10         |  |          |  |