Product	Summit - Unit Test		
Date	2/14/14		
Moderator	Sam Dickson		
Inspectors	~~Anthony~~ Niraj Venkat		
Recorder	David Zinn		
Defect #	Description	Severity	Correction
1	Player accepts null InetAddresses	1	Add a check to see that Inet is not null
2	Game lobby accepts null server	1	Add a check to see that server is not null
3	Game lobby ~~accepts~~ accepts null & maybe null players	2	Add a check to see that player is not null
4	Game sprite has an off-by-one error, which may grow over time.	3	Take all x-values and subtract one to correct. :)
5	Player can move character beyond bounds of screen.	2	Take into account varying client screen sizes when calculating bounds for collision.
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