Product	Summit Game - Incremental Testing		
Date	2/28/14		
Moderator	Sam Dickson		
Inspectors	Sam Dickson, Niraj Venkat		
Recorder	Sam Dickson		
Defect #	Description	Severity	Correction
1	Problem with background texture — loads rotated 90° counterclockwise	3	GL_QUADS set up incorrectly in OGLRender.
2	Player Randomly falls through platforms after certain time elapsed in game!	1	No fix found yet... Maybe in game timer?
3	Game cannot run on newer JRE versions (7 or newer?)	1	Compile in eclipse with JDK 7 instead of 6.
4	Menu screen not loading and goes straight to game play.	4	Use 2 separate JFrames for menu and game.
5	High scores off by few seconds.	4	Start game timer and sync right as game starts.
6			
7			
8			
9			
10			