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| **Module** | MainGUI |

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| **Incremental Testing** |

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| **Defect #** | **Description** | **Severity** | **How to Correct** |
| 1 | Create menu to change size of board and switch between one and 2 player modes | 3 | Create gui for menu and other administrative things within the game |
| 2 | Process does not end when the window exits for any reason (including when the “x” is clicked). | 3 | Fix the frame’s handling of its own deletion to kill the process. |

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| **Regression Testing** |

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| **Defect #** | **Description** | **Severity** | **How to Correct** |
| 1 | The menu should stay in place when window is resized | 3 | create layout of applet with scaling of items |

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| **Module** | GameClient |

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| **Incremental Testing** |

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| **Defect #** | **Description** | **Severity** | **How to Correct** |
| 1 | Create more general API for interacting with the server from within the game | 3 | We have not gotten this far with the 2 player aspect yet. Saving this for sprint 2 but create simple API for connecting with another player. |

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| **Regression Testing** |

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| **Defect #** | **Description** | **Severity** | **How to Correct** |
| 1 | Server should not crash from invalid inputs due to calls from API | 3 | create checks for invalid input |

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| **Module** | GameServer |

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| **Incremental Testing** |

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| **Defect #** | **Description** | **Severity** | **How to Correct** |
| 1 | Server Should not allow for duplication of names | 1 | Keep a table of all client names that constantly updates itself |
| 2 | Server does not update the list displayed when a client disconnects | 3 | Keep a table of all client names that constantly updates itself |
| 3 | Game client still does not have functionality to interact with server | 2 | Create API to interact with the server directly |

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| **Regression Testing** |

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| **Defect #** | **Description** | **Severity** | **How to Correct** |
| 1 | Not allowing duplication of names should allow people to change their name if it is a duplicate | 1 | Have a prompt to enter another name if name is already in table |
| 2 | should still be able to play minesweeper one player with the functionality for 2 player implemented | 3 | create menu to switch between 1 player and 2 player modes |

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| **Module** | MineApplet |

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| **Incremental Testing** |

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| **Defect #** | **Description** | **Severity** | **How to Correct** |
| 1 | Algorithm for uncovering multiple spaces sometimes works a little funny uncovering way too many spaces | 2 | rework the algorithm |

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| **Regression Testing** |

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| **Defect #** | **Description** | **Severity** | **How to Correct** |
| 1 | Make sure that the program does not crash when uncovering multiple spaces | 3 | make sure there are no segmentation faults or infinite loops that the algorithm can get caught in |

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| **Module** | Board |

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| **Incremental Testing** |

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| **Defect #** | **Description** | **Severity** | **How to Correct** |
| 1 | When board is initialized, the first click should never be a mine | 1 | generate board after the first click, and make sure that click is not a mine. |

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| **Regression Testing** |

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| **Defect #** | **Description** | **Severity** | **How to Correct** |
| 1 | The board should still generate all mines effectively, even if the first click is not a mine | 2 | create checks to make sure there are enough mines placed on the board. |