Inspection Defect Log

Product: Minesweeper Design Inspection

Date: 02/06/14

Author: CS408 Team 6

Moderator: Michael North

Inspectors: Lee Engelman, Thomas Powers, Austin Miller, Michael North

Recorder: Lee Engelman

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| --- | --- | --- | --- |
| Defect # | Description | Severity | How Corrected |
| 1 | The server allows 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 | Client does not get the list of names | 3 | Create a function to grab table from server |
| 4 | Need Functions to add players to server from GUI | 2 | Create API for adding and removing players from server |
| 5 | Create functionality to change board size | 1 | Create new game functionality where you can specify board size, as well as a function to specify the board size |
| 6 | No way to restart game | 1 | Create Functionality to restart game |

Product: Minesweeper Module Inspection

Date: 02/06/14

Author: CS408 Team 6

Moderator: Thomas Powers

Inspectors: Lee Engelman, Thomas Powers, Austin Miller, Michael North

Recorder: Lee Engelman

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| --- | --- | --- | --- |
| Defect # | Description | Severity | How Corrected |
| 1 | First click is a mine | 1 | Change algorithm where this does not happen |
| 2 | Numbers for adjacent mines are not centered | 2 | Change Scale to draw them |
| 3 |  |  |  |