Inspection Defect Log

Product: Minesweeper Design Inspection

Date: 02/21/14

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 | Create Board is still just a placeholder | 2 | Implement custom board creation, and saving. This is essential for real functionality in multiplayer. |
| 2 | Game does not yet have win/loss conditions. Game does not end when a bomb is found. | 1 | Add functionality to announce game outcome, and prompt to start a new game. |
| 3 | 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 |
| 4 | Clicking sometimes does not uncover enough spaces. Clicking sometimes uncovers too many spaces. | 1 | Refine cluster uncovering algorithm |
| 5 | Server saves names and passwords in plain text | 2 | Either create a database or do not store passwords |
| 6 | If a username does not exist in the users file the game does not start even if the user is added | 3 | Inspect code surrounding the user creation and make it perform the same actions as normally loggin in |