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| **Module** | MainGUI |

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| **Incremental Testing** |

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| **Defect #** | **Description** | **Severity** | **How to Correct** |
| 1 | When exited game does not actually terminate | 1 | Just create a stop condition for if exit is clicked |
| 2 | Password in connect to player is redundant | 3 | Do not prompt for password or store it in the user file |

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| **Regression Testing** |

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| **Defect #** | **Description** | **Severity** | **How to Correct** |
| 1 | The GUI layout should still be appealing to the player | 3 | Change the way buttons and panels look slightly |

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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 crashes when two people attempt to connect to the same person | 3 | Change implementation of how people connect to allow this to happen smoothly |

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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 |
| 3 | Connecting to someone who is already connecting to someone else should let you know smoothly and then allow you to select someone else | 2 | This is all in the implementation of the of the connect algorithm |

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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 is still buggy, uncovering way too many spaces | 2 | rework the algorithm |
| 2 | Finishing the game (win or loss) should not allow any more input | 1 | Turn off input if the game has been ended |
| 3 | You lost dialog should have a restart button instead of an okay button | 3 | just change the current button |

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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 |
| 2 | Although we turn off input after a game has ended, the game should not become unresponsive because of this during a game in session | 1 | Make sure the implementation does not let this happen |

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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. |