Testing Defect Log

Product: Minesweeper Design Inspection

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| Defect # | Description | Severity | How Corrected |
| 1 | After clicking on Menu->Connect to player, and then hitting cancel, the program throws an uncaught NullPointerException. | 1 | Catch and ignore this exception to more gracefully handle the case of a user deciding not to connect. |
| 2 | Game does not start if user does not exist | 2 | Instead of closing the gui just run it |
| 3 | A single user can connect and send board data to more than one other user | 2 | Set a boolean to ensure that once a user is paired with another that no other users can connect |
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