Testing 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

|  |  |  |  |
| --- | --- | --- | --- |
| 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 |
| 4 | Game Server does not properly recognize game data | 3 | allow it to accept game board objects |
| 5 |  |  |  |
| 6 |  |  |  |