

Product	BoilerChess		
Date	10/12/17		
Author	Team 18		
Inspectors			
Testing Defect Log			
Defect #	Description	Severity	How Corrected
1	Certain movesets weren't very suited for testing	Medium	Refactored Chess.js code to better suit testing
2	Move validation done client side may ignore attempted moves by other player	High	Have final illegal move checking on server side before sending to other player
3	No check for stalemate	Medium	If only two pieces left are kings, declare stalemate
4	Queening doesn't check if choice is a valid, dead unit	Low	Instead of simply deleting dead units, store them and remove if necessary