Defect Tracking – Project 4

Website

* Date reported - 4/18
* Aubrey Stephens
* Couldn’t re-access homepage from the other game pages
* Date fixed – 4/19
* Aubrey Stephens
* Added a link to the homepage, in the navigation bar, in all the game page html

Pong

* Date reported – 4/7
* Diego Garcia
* Ball went into paddle instead of bouncing off
* Date fixed – 4/10
* Diego Garcia
* Modified checkpaddlebounce function that triggers when it hits off paddle in main.py

Tetris

* Date reported – 4/16
* Yuying Li
* Python window closed after game finishes
* Date fixed – 4/22
* Yuying Li and Priyal Chauhan
* Added a game state function to turn off without exiting the window in main.py

Snake

* Date reported – 4/22
* Tucker Wienke
* Snake died one square before it hit the end of the screen
* Date fixed – 4/23
* Tucker Wienke
* Changing bounds and if statements in move fuction inside snake.py