Team 20
Georges, Matt, Simone, Sade, DaShaun, Randy

Design Inspection Defect Log Sprint 2

Product	**Resistance Game Design Inspection**
Date	October 14
Author	Randy
Moderator	DaShaun
Inspectors	Sade, Matt, Simone
Recorders	Georges

Defect #	Description	Severity	How was it Corrected
0	Game page was not shifting windows properly	1	Fixed SocketIO reference work
1	After user finishes game, does not redirect back to profile	2	Added catch
2	Users were able to begin the game if number of users dropped below the threshold	2	Fixed parameters to hide button when users dropped
3	Player info not being successfully transferred from create to main game page	1	Fixed require parameters in create
4	Non-game leaders were not taken to game page after game leader started game	1	Fixed SocketIO startGame function
5	Users which leave game get their name mixed up	2	Changed way that parameters are passed to profile screen

Code Inspection Defects

Product	Game module
Date	October 14
Author	Sade, Matt, Randy

Defect #	Description	Severity	How Corrected
0	Making sure that when a game starts, all users automatically redirected to the game page	3	Fixed SocketIO createGame function
1	Displaying current game id	3	Socket.IO checks gameplay.js to make sure the game id for the appropriate player is obtained
2	Chatroom functionality in gameroom	2	Added support for passing socket.io messages between clients
3	Displaying list of current players waiting to play	2	Implemented client-side socket.io to send information to other clients

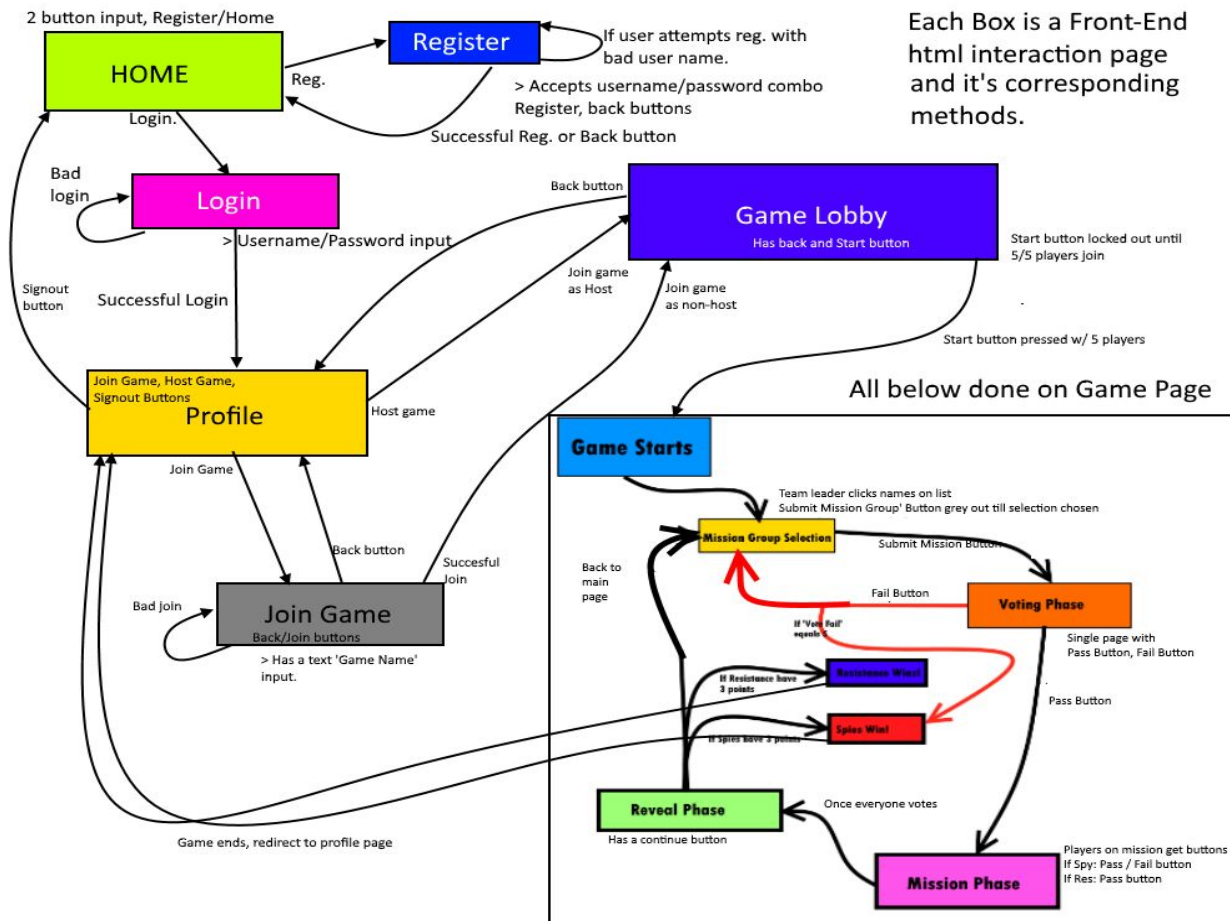| Product	Join module
Date	October 14
Author	Randy

Defect #	Description	Severity	How Corrected
0	Join request was not sent to node app	2	Updated joinGame.ejs view to send a join request to node app

Product	Create Game module
Date	October 14
Author	Randy

Defect #	Description	Severity	How Corrected
0	List did not properly update as users joined and left game	2	Added functionality to allow the list to update correctly whenever a user joined or left the game room
1	List did not update when someone closes the browser	2	Adjusted functionality to remove users from list when closing browser

Unit Testing Defects
Modules:

2 button input, Register/Home

HOME

If user attempts reg. with bad user name.

Register

> Accepts username/password combo
Register, back buttons

Successful Reg. or Back button

Reg.

Login.

Bad login

Login

> Username/Password input

Signout button

Successful Login

Back button

Game Lobby
Has back and Start button

Start button locked out until 5/5 players join

Each Box is a Front-End html interaction page and it's corresponding methods.

Join game as Host

Join game as non-host

Start button pressed w/ 5 players

Join Game, Host Game, Signout Buttons
Profile

Host game

Host game

Join Game

Back button

Successful Join

Bad join

Join Game
Back/Join buttons

> Has a text 'Game Name' input.

Game ends, redirect to profile page

All below done on Game Page

Game Starts

Team leader clicks names on list
Submit Mission Group' Button grey out till selection chosen

Mission Group Selection

Submit Mission Button

Back to main page

Fail Button

Voting Phase

Single page with
Pass Button, Fail Button

If 'Vote Fail' equals 2

If Resistance have 3 points

Resistance Wins!

Pass Button

If Spies have 3 points

Spies Win!

Reveal Phase

Has a continue button

Once everyone votes

Players on mission get buttons
If Spy: Pass / Fail button
If Res: Pass button

Mission Phase

Product	Join module
Date	September 17
Author	Matt
Input	Player inputs game name, presses Join
Output	Redirection to a correct Page or same page if incorrect name

Defect #	Description	Severity	How Corrected
0	You could join a full game	1	Fixed Create Game page with correct socket io

Product	**Create Game module**
Date	**September 17**
Author	**Randy**
Input	**'Start Game' by host if 5/5 players**
Output	**Redirection to Game page once start game is pressed**

Defect #	Description	Severity	How Corrected
0	Game can be started by anybody, should be host only	1	Added Socket.io Link so host is allowed access
1	Player Lists did not update correctly as people joined	2	Socket.io now checks for connection from host to players
2	When player is dropped, still appears on list	2	Adds event to host to drop name off list
3	'Start Game' Button does not hide when 5th player drops	3	Added event to remove button when player drops
4	Database was not updated when player dropped	2	Added forgotten call to database to update
5	Creating a game with an already existing game name switches game hosts	2	Added if check for game name to preserve uniqueness
6	Exiting a game can cause user to swap login	1	Fixed Socket.io and cookie management

Product	**Login module**

Date	September 30
Author	Randy
input	Username and password
Output	Redirection to same page if error, profile page if not

Defect #	Description	Severity	How Corrected
0	If login information invalid, no warning or alert is given	3	Fixed alert code

Product	Register module
Date	September 30
Author	Randy
input	Name and password, presses register button
output	Redirection to main page

Defect #	Description	Severity	How Corrected
0	Password and Username can be 1 length	3	In debug mode right now, fixed code is commented out
1	Back button does nothing	1	Fixed http post request