

## PSP Defect Recording Log

Defect Types	
10 Documentation	60 Checking
20 Syntax	70 Data
30 Build, Package	80 Function
40 Assignment	90 System
50 Interface	100 Environment

Student	Jess Valdez	Date	4/13/2017
Program	Star Wars Game	Program #	Project 1

Project	Date	Number	Type	Inject	Remove	Fix Time	Fix Ref.
Star Wars Game	4/13/17	1	90	0	0	270	X

Description: Planning and designing phase of development. Deciding what game to develop and collaborating group how complicated should the program needs to be. Also documenting what information is needed to share to group in terms of method of collaboration or how to share code. Github is the tool that will be used to share code. Group email is the main method of communication.

Planning Time (150), Designing (120)

Project	Date	Number	Type	Inject	Remove	Fix Time	Fix Ref.
Star Wars Game	4/18/17	2	80	Code	Code (Debug)	30	213

Description: Space.java:213. \_void animationCycle(). Missiles were not appearing. Solution was first get x and y location of missile object before you can setImage() the icon representing the missile object.

Project	Date	Number	Type	Inject	Remove	Fix Time	Fix Ref.
Star Wars Game	4/18/17	3	80	Code	Code	20	41

Description: Player.java:41. Player movement is very touchy. Experimented with movement of the player icon. This is in terms of SPACE\_WIDTH vs pixels which is defined in Config.java. I made them variables in an interface to make it flexible for making changes and fine tuning.

Project	Date	Number	Type	Inject	Remove	Fix Time	Fix Ref.
Star Wars Game	4/19/17	4	80	Code	Code	30	43,144

Description: SpaceInvaders.java:43, 144: Restart game was not working. I was originally setting current object to null and recreating it. This is not to be done in Java because you are always in the mercy of the garbage collector. Implementing the restart game feature required that the space object became an instance variables objects so that I can implement space.gameInit(). (Similar to an accessor method).

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Project	Date	Number	Type	Inject	Remove	Fix Time	Fix Ref.
Star Wars Game	4/19/17	5	90	Code	Code	30	115

Description: SpaceInvaders.java:115. Added menubar setup. MenuBar allows features such as reset game, etc. to be added. This was not working very well until I made the action performed listener in form of an inner class.

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Project	Date	Number	Type	Inject	Remove	Fix Time	Fix Ref.
Star Wars Game	4/24/17	6	90	Code	Code	60	X

Description: ResourceLoader.java: Issue: Static resource image files were not being loaded into executable jar file. These images were used as the Player, Bombs, missiles, and explosion. This problem is discovered post mortem. This issue is fixed by adding ResourceLoader class using java.awt.Toolkit.

I found the resolution to this problem from youtube: <https://www.youtube.com/watch?v=Pmak4HY586o>

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