

Unit Testing

Team 7 – Yoodle

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Product:	Yoodle
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Module: Canvas (Gameplay Environment)			
Defect #	Description	Severity	Solution
1	Canvas does not accept input (i.e. lines are not appearing on canvas when drawn).	1	Fixed file organization that caused the issue allowing the Canvas to function and display correctly. The view HTML calls the proper JS controller.
2	Canvas lines are not drawn directly under the mouse cursor.	3	Corresponding padding adjusted in the canvas style sheet.
3	Drawing off the canvas borders highlights the page (mouse cursor goes beyond edge of canvas while drawing).	3	Disabled text selection in the play.html.
4	The timer's Angular expression is displayed instead of the actual timer value.	1	Fixed file organization that caused the issue, allowing the timer to function and display correctly. The view HTML calls the proper JS controller.

Module: Server			
Defect #	Description	Severity	Solution
5	When new game is initiated, a word is not displayed until "Skip" is clicked.	2	Fixed server's game initialization. It will now set game to display a random word from the word list at the start of a round.

Module: Client			
Defect #	Description	Severity	Solution
6	When a guess is entered and sent in-game, no server action was taken (nothing happens; the guess field is simply cleared).	1	The value of the wrong variable was being sent to server. Client logic fixed to send correct value to server.

Module: Slideshow			
Defect #	Description	Severity	Solution
7	Saved images are given name "downloads" and written as text document files.	2	Created a default image file name and given .jpg extension.