

# Code Inspection: Sprint 2

## Team 7 – Yoodle

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Product:	Yoodle
Date:	3/4/16
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Defect #	Description	Severity	Solution
1	Client received server events for drawing, but did not initiate drawing when it received the event.	1	Added a beginPath() call to drawing event handler.
2	The background of the saved images is transparent.	3	Added replace background function to set background color to white.
3	Saved pictures are blank.	1	Fixed formatting issue in the image background function.
4	Pictures are out of bound in the slideshow.	2	Changed carousel size to fit the canvas picture size.
5	Fixed-size game elements do not scale when window is resized.	3	Forced the game window to be a fixed size.
6	Multiple word list files for each difficulty level requires unnecessary file reads, slowing down retrieval time.	2	Consolidated the word lists into single JSON file.
7	Using AJAX to load wordLists.json cause read errors and undefined objects.	1	Used Node.js file i/o to read JSON files.

8	Outdated stylesheet was overridden with the addition of a new style sheet.	3	Deleted the unused, overridden style sheet.
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