

# Code Inspection

Team 7

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Product:	Yoodle
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Defect #	Description	Severity	Solution
1	Server is not correctly receiving the guess message from the client.	1	Create a 'guess' field in the proper HTML file and use \$scope.guess in the Javascript controller.
2	The canvas is being reset using canvas.width = canvas.width(0) method.	3	Utilize the clearRect() method instead in order to speed up the process and preserve any transformations to the canvas.
3	Words have the potential of appearing multiple times during a game.	2	Created a list to track the words that have been used/guessed during a game. List will be reset before each game or round.
4	No default image file naming scheme or file type when saving pictures, resulting in problems viewing the image.	2	Set a default image name and file type (.png).
5	Word lists are stored as an	3	Create a separate JSON file

	array.		for word lists and their corresponding difficulties.
6	Username are stored in-game only for as long as the app is running.	3	Username are saved to nonvolatile memory using localStorageService.
7	When saving the image, a new window of the image pops up instead of one asking the user where to store it.	3	Change dataURL type from png to octet-stream.
8	Main menu layout is applied to all pages.	3	Change the place the style sheets are imported from index.html to menu.html.