Unit Testing: Sprint 2

Team 7 – Yoodle

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Module: **Canvas (Gameplay Environment)**			
Defect #	Description	Severity	Solution
1	Players can draw on the canvas even when they are not the artist.	1	Forbid the drawing function when the user is not in the artist role.
2	When player name is changed in the menu, the old name is displayed in-game until the application is restarted.	3	Have app controller update local storage immediately so the play controller can update the player list.
3	When the artist presses the "Clear Canvas" button, the guesser clients' canvases are not cleared.	1	Add an event to notify guessing clients to clear the canvas.
4	All users are shown the word being drawn by the artist.	1	Forbid the user from seeing words when the user is in the guesser role.

Module: **Server**

Defect #	Description	Severity	Solution
5	Sending the artist's canvas drawing position prevents all drawing from appearing on the canvas.	1	Rework the drawing code in the client by using code from the drawing directive.

Module: **Client**

Defect #	Description	Severity	Solution
6	Adding the drawing directive code caused the drawing offset to force the drawing out of view.	1	Correct offset so that the line being drawn is on the visible canvas.
7	When window is resized, offset becomes too extreme and drawing occurs beyond canvas bounds.	1	Make drawing offset relative to page and send offset coordinates from artist to clients.
8	When running multiple clients on one machine, username is the same for all clients that are loaded.	3	Allow only one active client per machine.

Module: **Slideshow**

Defect #	Description	Severity	Solution
9	Gallery failed to show the final correctly guessed picture.	2	Fixed the error in the controller and the total number of successful guesses are stored correctly (off-by-one error).