

# Design Inspection: Sprint 2

## Team 7 – Yoodle

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Product:	Yoodle
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Defect #	Description	Severity	Solution
1	No way to connect to a server that is running on another machine.	1	Added an option in the game menu for users to select the server they wish to join.
2	Auto-checking guesses does not trigger sound effects.	3	Modified the controller so that both auto-checking and user-checking trigger sound effect.
3	All canvases are not cleared when the game starts (if drawing occurred prior to start).	1	Clear all player canvases on game start.
4	List style gallery doesn't fit in one page.	2	Use the carousel style to display pictures instead.
5	The current list of users in the room cannot be seen anywhere in-game.	2	Added a current user list display to the interface (play view HTML).
6	App window size is not large enough to display all game elements (unless resized).	3	Increased dimensions of application window size.
7	The main menu screen has a	3	Reconfigure the screen's

	large amount of empty space.		elements and text to better utilize existing space and bring focus to main menu.
8	Server continues to run after all clients are disconnected.	3	Terminate server when last client disconnects.
9	Player name change in game menu is not reflected in-game until the application is restarted.	3	Tell app controller to update local storage immediately so that the play controller can update the player list.