

Design Inspection

Team 7

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Product:	Yoodle
Date:	2/12/16
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Defect #	Description	Severity	Solution
1	Client always sends null to server for user's guess message.	1	Fixed an issue with the 'guess' variable's scope.
2	No way to navigate back to the main menu from the game screen.	2	Added a "Return to Main Menu" button in the play controller to return to main view.
3	No way to navigate back to the main menu from the settings menu.	2	Added the ability to return to the menu view by clicking "Save" or clicking outside of the settings menu.
4	Lack of visual distinction between buttons lead to frequent misclicks/incorrect usage.	3	Changed button color and icons to distinguish between buttons and make their functionality more intuitive.
5	Cannot clear temporary gallery images on users' machines.	3	Store image copies within the app memory instead.

6	When a client can't connect to the server, isn't notified of the failed connection.	1	An error message returned and displayed to the user. The user is then returned to the main menu.
7	Main menu not displaying the new username once changed from the settings.	2	Menu view now updates to reflect new usernames from settingsModal.
8	Users can access the settings menu during the game.	3	Removed the settings button from gameplay page.