

## Metrics Tracker - Defect Density

Defect	Feature	Sprint Found	Potential Solution	Actual Solution	Is Fixed	Sprint Fixed		User Story	Number Of Defects
Ship can move when the Molecuolog is open if 'Esc' is entered	Game - User	1	Check for 'Esc' Key and Molecuolog ope	Check for 'Esc' Key and Molecuolog ope	Yes	1		Game - User	3
Scan feature only works when the ship is close to the molecule	Game - Scan	1	Increase the collider for each molecule	Increase the collider for each molecule	Yes	5		Game - Scan	1
Mouse Sensitivity can be change to be too sensitive	Game - User	1	Change the slider's effect on sensitivity		No			Game - Mole	7
Back button in Molecuolog doesn't display properly	Game - Mole	3			Yes	5			
List of Molecules in Molecuolog doesn't display	Game - Mole	3			Yes	5			
Multiple Bond Angles Displayed in Molecuolog	Game - Mole	3	Remove all buttons on detail view close	Remove all buttons on detail view open	Yes	3			
Stop Building Molecule List on Scene Start	Game - Mole	3	Remove call from Start()	Remove call from Start()	Yes	4			
Closing Molecuolog Detail by Pushing 'L'	Game - Mole	4		Set button navigation to none	Yes	4			
Closing Molecuolog from Detail Screen Doesn't Clear Bond List	Game - Mole	4	Clear list before building it.	Clear list before building it.	Yes	4			
Lack of Pause Screen in Mothership	Game - User	4	Add pause functionality		No				
The molecule information for 'Methane' is not being displayed cor	Game - Mole	4	Refactor database query		Yes	5			
Latin Paragraph for About Us	Server - User	9	Remove the latin text and add about us information		No			Server - User	1
API calls from the game are not encrypted	Server - API	8	Add encryption functionality to the game and server		No			Server - API	1
JSON is not being sent from the game	Game - Conn	9	Examine what is actually being sent	Utilities for JSON serialization were not	Yes	9		Game - Conn	2
No login failure indicator	Game - User	9	Add a failure message on login		No			Game - User	3
Able to control character while selecting tasks	Game - Task	7	Disable character monvement	Disable character monvement	Yes	9		Game - Task	2
Logbook is blank screen	Game - User	9		Made UI dynamic based on game resol	Yes	9		Game - Data	2
Missing O2 molecule in DB, mismatch in game objects	Game - Data	7		Removed O2 object	Yes	9		Game - Logb	1
No internal DB validation	Game - Data	9		Added validation logic as appropriate	Yes	9		Game - Level	1
Call to Stats API not working	Game - Conn	8		Added correct connection string to Con	Yes	9		Game - Scan	1
Logbook overlay doesn't disappear under certain conditions	Game - Logb	9		Fixed control logic	Yes	9		Game - Mole	4
Tut Level doesn't reset molecules	Game - Level	9			No				
Molecuolog doesn't scan dynamic molecules	Game - Scan	9	Increase collider size on dynamic molec	Increase collider size on dynamic molec	Yes	9			
Scan doesn't pull up detailed molecule screen	Game - Mole	9		Fixed control logic	Yes	9			
Molculog molecules are blank	Game - Mole	9		Made UI dynamic based on game resol	Yes	9			
3D molecule light active during play and ruins other lighting	Game - Mole	9		Added an outside wall to block outside l	Yes	9			
3D molecule viewer still active after logbook is closed	Game - Mole	9		Fixed control logic	Yes	9			
HUD is active in logbook screens	Game - User	9		Fixed control logic	Yes	9			
Task names sent to server with no spaces	Game - Task	9		Added a space in task names to the Co	Yes	9			

## Metrics Tracker - Release Burndown

[illegible]