

# **EECS 2311: Iteration 3, Time to Release**

**Project Name: MyGamingList**

**Group 5**

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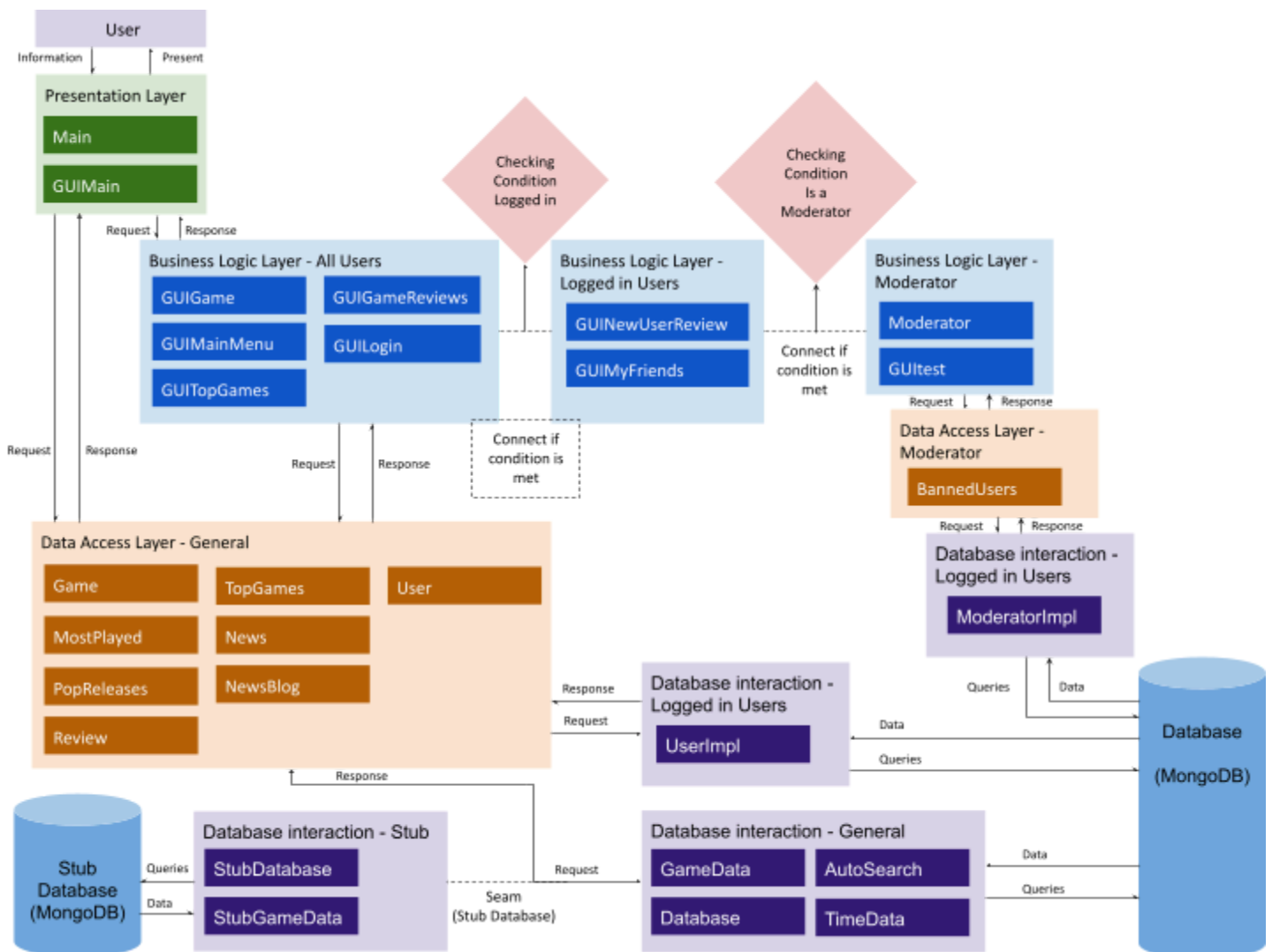
## Updated Plan:

Things changed/added from before:

Expanded on the Detailed User Stories for Big User Story 3.

The interview video is added to E-class in a txt file as our client is shy.

## Revised Architecture Sketch:



## **Reported Issues Addressed:**

After fixing them, you need to properly address them in Github (under their reported issue, you need to respond and close the bug or if stays open explain why you are not fixing it now and what is the plan for fixing it). **Also, write a separate document that explains how you addressed each reported issue.**

### **Issue #1 - Metacritic Reviews For All Viewed Games In A Session Open:**

This issue was addressed by creating separate critic JLabels, each having their own action listener of the link to their metacritic website. Originally, 1 JLabel was used to set all the games that the user views. As a result, the links for each game will stack as a new link will be added to the same action listener. This is very apparent when a user views a game with a critic score, then a game without a critic score. As the user will see the previous game's link and critic score, when they hover over the label.

### **Issue #2 - Games That Have No Critic Reviews Show The Previously Viewed Game's Critic Score And Reviews (if available):**

This issue is caused by the same implementation flaw from issue 1. Creating separate JLabels for the critic score solves the problem.

### **Issue #3 - Reviews Page Doesn't Update After Reviewing A Game:**

This issue was addressed by modifying the action listener for the "Finalize Review" button. A constructor call to GUIGameReviews allows the reviews page to re-initialize and update. As a result, the user will now see their review immediately after finalizing.

### **Issue #4 - Writing A Review In A Supported Foreign Language Shows Squares:**

This issue was addressed by changing the text font for writing reviews to MS Song, which supports the foreign languages.

### **Issue #5 - When creating a new review, the score rating GUI does not show upon initialization:**

Changed the default resolution window to 960x540p to ensure that all elements are shown.

**Issue #6 - Insufficient Game Description Size:**

Ultimately, we decided to just modify the default JFrame size to properly show all items.

**Issue #7 - Remove Friend Yes/No/Cancel Prompt:**

This issue was addressed by removing the cancel option. This was done by adjusting the JOptionPane with YES\_NO\_OPTION and making the last three attributes 'null'.

**Issue #8 - Incorrect login when creating a new user:**

This issue was addressed by setting the username logged in public static variable to null when the user logs out. The static variable helps the program track which user is logged in. Originally, when the user logs out this variable wasn't set back to its default value null. As a result, while the GUI indicates the user logged out, the actual program did not recognize it, and assumed the user is still logged in.

**Issue #9 - There is no "Show/Hide comment" for Team Fortress 2:**

The scrollpane the reviews were on supported horizontal scrolling, obscuring most of the review and comment buttons. The Pane containing the review was modified to allow word-wrap which has precedent over horizontal scrolling and solved the problem.

**Issue #10 - The comment is not shown completely:**

When a comment is very long it gets cut out. To fix this, a similar solution to issue 9 was implemented. By making the comments be outputted as a JTextArea, wrapping words can be enabled. As a result, the long comments are not cut off anymore.

**Issue #11 -The comment is not shown immediately:**

This issue was addressed by calling the constructor of GUIGameReviews after the user successfully inputs a comment. This allows the page to re-initialize and update, allowing the user to see their newly added comment immediately.

**Issue #12 - Certain games with TM in the title cannot be searched:**

The regex filter used to search the database did not support <sup>TM</sup> or special characters. By switching to autocomplete and searching the database for a direct match (from autocomplete results), this was fixed.

**Issue #13 - Certain game titles with ( ), brackets, do not show up after searching:**

Same as above.

**Issue #14 - No Display Message To Show That The User Is Unable To Review:**

This issue was addressed by adding a pop-up when a user tries to review a game they have already reviewed. In addition, this pop-up adds a feature where it asks the user if they would like to delete their review and make a new one on the spot. If the user would like to just delete their own review, they can conveniently go to My Reviews and delete the review from there.

**Issue #15 - Cannot comment on your own reviews in the "my reviews" menu:**

The issue was addressed by handling the user object instead of the game because at the time, the comment function only looked at handling comments from the game side and not the user side. The issue was quickly fixed by changing how the function was called from the My Review page.

**Issue #16 - "My Reviews" menu does not scroll:**

Issue was caused due to each item on the scrollPane requesting a size of 0,0. The issue was fixed during refactoring by removing the request for a specific size.

**Issue #17 -Display is different on Mac System:**

Issue was caused due to Java Swing having a different display(LookAndFeel) on different systems, this issue was addressed by using CrossPlatformLookAndFeel to support windows look in MacOS.

## **Design-level Refactorings:**

You need to apply and report at least **three design-level refactorings** (that is, the design is improved and not just small code elements, e.g., simply renaming a method name, although it is a necessary refactoring if needed but does not count here. Example, valid refactoring can be new classes replacing primitive values, parent classes or interfaces being created, etc – but these changes

must of course, be related to identified code smells and not random changes). Try to prioritize and

make sure you apply at least the most critical three. They are not necessarily related to the reported issues by the QA team but can be used to resolve some of those issues as well.

If you believe your design does not need refactoring in ITR3, report the refactorings you did in ITR2.

### **Design-level refactorings (1):**

There was a significant amount of duplicate code in the GUIGameReviews class; after the framework for the GUI was completed, a duplicate was made with one to support reviews for a specific game and the other to support reviews from a specific user. The result was two methods for instantiating/changing the page, and two methods for drawing reviews(one of each for both users and games). This class was refactored to use two simplified instantiation methods(user and game), one method to manage all updates, and one method to draw reviews. Overall, this made maintaining, modifying, and understanding the class much easier.

### **Design-level refactorings (2):**

In the GUIGame class, the method loadGame(int) started to become very bloated as the first two iterations went by. This was a result of the team adding more features/information that the user can view for a game. As this method is very important as it's responsible for loading a game, a refactoring was needed to help maintain the code and allow for easier modification as we implement more features. This refactor was done by separating all important stages into different methods. These stages include checking the database for game data and updating it when necessary, getting the game information by storing it as an object and setting up all information

provided in the GUI. As a result, all we need to do is look at the method that is responsible for updating and checking game data when adding more features.

### **Design-level refactorings (3):**

We had some classes with no connection to the overall application, like the class GUITest, which had unnecessary code and zero impact on the execution of the application. In addition, we had many imports spread across various Java files, which were unused and a waste of code. Lastly, some other classes had code that was commented out or just unreachable and added nothing to the program. This was a result of these files being used for testing purposes, coding implementation that was deleted but used imports which were not deleted alongside it, and code that was commented out since there was a better implementation was discovered and used in the file. In all these cases, the affected files like Moderator, TopGames, UserImpl, Impl, GUITest, BannedUserList, GUIGame, GUIMain and so on, got refactored in a way where we removed imports where we knew was applicable, deleted code that was no longer needed, and deleted unnecessary comments for the purpose of clarity, readability, and avoiding inaccuracies and confusion.

## **New / Revised User Stories**

### **Big User Story:**

#### **3. View Game Statistics & More Community**

As a user, I would like to view various game stats to be more informed and have more options for engaging with the community.

Priority: Medium

Cost: 6 days

### **Iteration 3 Detailed User Stories:**

#### **View Friend Reviews**

I'd like to be able to see the reviews my friend has done

Priority-High

Cost: 1 day

Mustafa

#### View Active Player Base

I'd like to view details of the player base of a game so I can gauge how popular or active a game currently is. This can help me purchase online-multiplayer games.

Priority-High

Cost: 1 day

Rocco

#### Private / Public Accounts

I'd like to choose whether my account is public or private.

Priority-High

Cost: 1 day

Youwei

#### News

I would like to see the news for a game.

Priority- High

Cost: 1.5 day

Alex

#### Top Games

As a user, I would like to view all the games that have been reviewed by the MyGamesList community to see the top games.

Priority-High

Cost 2 days

Abdelrahman



<p>Moderator / Banned Users</p> <p>I would like to ensure that there is a moderation team that ensures users engage in civilized discussions with other users.</p> <p>Priority-High Cost: 2 days</p> <p>Abdelrahman Merdan</p>
<p>Review Sort</p> <p>As a user, I would like to view and sort reviews based on whether they recommend or do not recommend the game, as well as the ability to view reviews in both standard and reverse chronological order.</p> <p>Priority: Medium Cost: 1 day</p> <p>Richard</p>
<p>Auto Search</p> <p>As a user, I wish to have access to a basic auto-search feature that allows me to easily find and view my games without the need for precise typing.</p> <p>Priority: High Cost: 1 day</p> <p>Richard</p>

### **Code Smells and Design Issues:**

The design issues and method used to address them are in the “Reported Issues Addressed” Section. This section also contains the working solution used to solve the issue(s).

The code smells, and tests done to identify the initial issue/code smell is included in the “EECS2311-SectionZ-Team5-TakeHomeAssignment.pdf” document, which will be included with this submission.