

Summary of Changes for Iteration Three

Feedback

Game logic:

Planning: Coding starts too late, there should be more specific deadlines, and more milestones

Use Case Description: Moving a checker and dropping a checker's exceptions should focus on issues related to moves, not general game-state problems. Check for Win is missing a description

Use Case Diagram: Add actors for game host server, end user, and game logic server. Small syntax fixes and some for clarity

Class Structure Diagram: See Detailed Feedback and Solution

GUI:

UI Prototype: Refine by including color schemes, standardized UI elements, merged quit game use cases, and other details. See Detailed Feedback and Solution

Use Case Description: Correctly name actors and improve the use cases of Profile Screen—View Player Profile, Edit Player Profile

Use Case Diagram: Syntax and correctness (See Detailed Feedback and Solution) and add more use cases after profile

Additionally: Create navigation flow diagram or a detailed description of screen transitions

Accounts and Networking:

Planning: Clearer deadlines for milestones

Use Case Description: The use cases Sending a Friend Request, Forgotten Password Reset, and Logging out have open issues including with priority. Some design questions such as maximum number of friends. See Detailed Feedback and Solution

Use Case Diagram: N/A

Solution

Detailed Feedback and Solution

w/ Before and after