

Review 2

Planning Review

Criticism

- Starting to Code on March 21 is too late
- Deadlines and Milestones are too vague
- There are not enough milestones

Suggestion

- Start Coding earlier like on March 7; physically not possible at this stage
- Testing should be integrated throughout the development process
- Milestones should be broken down into smaller details and made more specific

Use Diagram Review



*No actor for game host server, end user, game logic server

Use case Description Review

- Moving a checker and dropping a checker's exceptions should focus on issues related to moves, not general game-state problems.
- Missing use case description for Quit, check for win

Class Structure Review

