

Letter To Echo Team:

General Critique and Feedback:

Echo team presents a strong design for their online multiplayer board game platform. The supporting files consisting of use case diagrams and descriptions, UML class diagrams, and UI mockups were well constructed and ensure a strong foundation for their project. This document contains our critique of the Echo team's submissions, and this section will broadly summarize our notes on their planning, syntax, and overall design.

They have planned to create a platform that features the games Connect4, Checkers, and Tic Tac Toe. The core functions and foundations of this team's design are well considered, as they have made sure to lay down a solid base structure for their project. Their additional features work to enhance their system design's quality. Their implementation of UI designs, solid groundwork, and planning allowed them to create a solid system. Their planning and meeting deadlines for the most part has allowed them to stay on track and lay a solid foundation.

Their issues are predominantly integration and consistency based. The timing and coordination of their integrations seem ill-considered and there are widespread inconsistencies in the details of their use case diagrams and descriptions. These consistency issues span from being overly detailed to confusingly vague and there are sometimes missing pieces of information from said descriptions due to not following the format we learned in this course. The design also has issues with consistency across the sub-teams where different parts of it contain conflicting features and mistakes in grammar. Despite these issues, their design structure is still very solid.

Overall, Echo team has planned and executed their design effectively for Iteration 1, however, due to heavy loads for integration and testing in Iteration 2, they likely will have to overcome some severe scheduling issues that will cause problems if left unchecked. We appreciate the thought process behind the Echo team's design, work distribution, and communicative actions taken to ensure that their work is organized and that most deadlines can be met. We recommend Echo team address the inconsistencies in their documentation and workload management, as this will allow them to be better suited for Iteration 3.

Diagram Corrections and Changes:

See 'annotated_docs_p2.pdf'

Feature Requests:

The features proposed are a turn timer with anti-stalling enforcement and an advanced leaderboard filtration system.

The turn timer introduces a fixed time limit for each move. It ensures that games progress without unnecessary delays. The anti-stalling mechanism penalizes repeated inactivity and prevents players from stalling games indefinitely. This will affect and require implementation by both the game logic and GUI teams.

The advanced leaderboard filtration system expands existing functionality by allowing users to view rankings based on filters like game mode, data range and performance criteria. This addition will require real time updates to UI and additional backend support for dynamic data handling.

For further detail see 'feature_proposals_p2.pdf'