

Review 1

Overall Critics

- Generalize naming conventions
- Make sure ColourType exists as a dichotomy
- Instead of complicated checker bag selection to select sides try randomization or assigning start order by join order
- Incorporate Deadlines into planning document
- Standardize attribute visibility
- Create a list of valid moves for each game state

Use case Description Review

- Initiate game is too vague as different games have different initial states
- Whist is not part of the games list
- Check for wins should be separated between the games as all have different win conditions
- Movement of Pieces is not validated

Class Structure Review

