

## GUI Critique Summary and Solutions

### **Planning Document Critiques & Solutions**

For the most part our review came clear. We were posed to finish our assignment in due time, with the reviewing group noting that our timeline, for the most part, was feasible and possible to achieve. There were, however, certain recommendations given and below are examples.

In terms of risks the following were identified:

- GUI depends highly on Networking and Game-Logic teams, to mitigate this problem be sure to have constant communication so that issues can be identified early.
- The scope of GUI is large, there are many things that must be completed by this team, to mitigate the problem ask teams that have nothing going on for some help and spread the most important tasks among your own members.
- GUI Development Plan Enhancements could prove to be a challenge such as, UI components that can be reused across different game interfaces, and ensuring the UI adapts well to different screen sizes, including mobile devices. Which are really good ideas, but I don't think it should be a focus of the project.

Due to some of these risks, the following suggestions were provided:

- One suggestion we have is to start tests early that way issues can be found faster.
- Another would be to focus on the main components first, such as making sure that games work, or that they are easy to understand/play... and then if there is time, then the enhancements can be done. Which is what your plan seems to be, but we can't tell for sure.
- And one more suggestion we have is for each team member to focus on one thing, for example one member focuses on Game Dashboard, another on Moving pieces... that way no one will be overwhelmed with responsibilities.