

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: 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. Also potentially, more detail

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: There is no use case diagram for authentication

Statistics:

Planning: Similar to the rest, add more detail, and risks and dependencies

Use Case Description: There are some syntax/correctness issues. Then some use case descriptions could be expanded and more specific

Use Case Diagram: There are some syntax/correctness issues for all (see detailed feedback and solution). The matchmaking diagram needs more detail, and levelling diagram doesn't illustrate how levelling is reflected in the database.

Class structure diagram: Good. N/A

Solution

Game Logic:

Planning: Coding began during iteration 2, the planning timeline was improved

Use Case Description: Check for win for all games now has use case descriptions. **Change exceptions**

Use Case Diagram: Syntax issues were fixed. See detailed feedback and solution for before and after.

Class structure diagram: See detailed feedback and solution for before and after.

GUI:

UI Prototype: Changes made. See detailed feedback and solution for before and after

Use Case Description: **Change**

Class Structure Diagram: Changes made see detailed feedback and solution

Accounts and Networking:

Planning: Complete. See detailed feedback and solution

Use Case Description: **change**

Use Case Diagram: **change**

Statistics:

Planning: Complete. See detailed feedback and solution

Use Case Description: Syntax issues corrected. Matchmaking use cases expanded. See detailed feedback and solution

Use Case Diagram: Syntax issues corrected. See detailed feedback and solution for other changes

Detailed Feedback and Solution

w/ Before and After

Statistics:

Use Case Descriptions: Levelling

Side-by-Side Use Case Comparison Table

Use Case	Original Version (Statistics Use Case)	Updated Version (Levelling Use Case)
Award Points for Win	- Postconditions: <i>Not listed</i> - Open Issues: <i>N/A</i>	- Postconditions: "Level experience metric increased by one point, on top of the base award of one point" - Open Issues: "XP bar on GUI"
Award Experience Points Base	- Postconditions: <i>Not listed</i> - Open Issues: <i>N/A</i>	- Postconditions: "Level experience metric increased by one point" - Open Issues: "XP bar on GUI"
Award Points for Long Game	- Postconditions: "Level experience metric increased by 1 point + base point" - Open Issues: <i>N/A</i>	- Postconditions: Same - Open Issues: "XP bar on GUI"
Award Points for Winning Quick Game	- Postconditions: <i>Not listed</i> - Open Issues: <i>N/A</i>	- Postconditions: "Level experience metric increased by two points + base point" - Open Issues: "XP bar on GUI"
Increase Level	- Postconditions: "Player progressed to the next level, XP metric updated" - Open Issues: <i>N/A</i>	- Postconditions: Same - Open Issues: "XP bar on GUI" added

Key Additions in Updated Document:

- Postconditions explicitly defined for every use case (was missing in 3 of 5).
- Open Issues standardized across all: GUI XP bar visual feedback.

Use Case Descriptions: Matchmaking

Side-by-Side Use Case Comparison Table

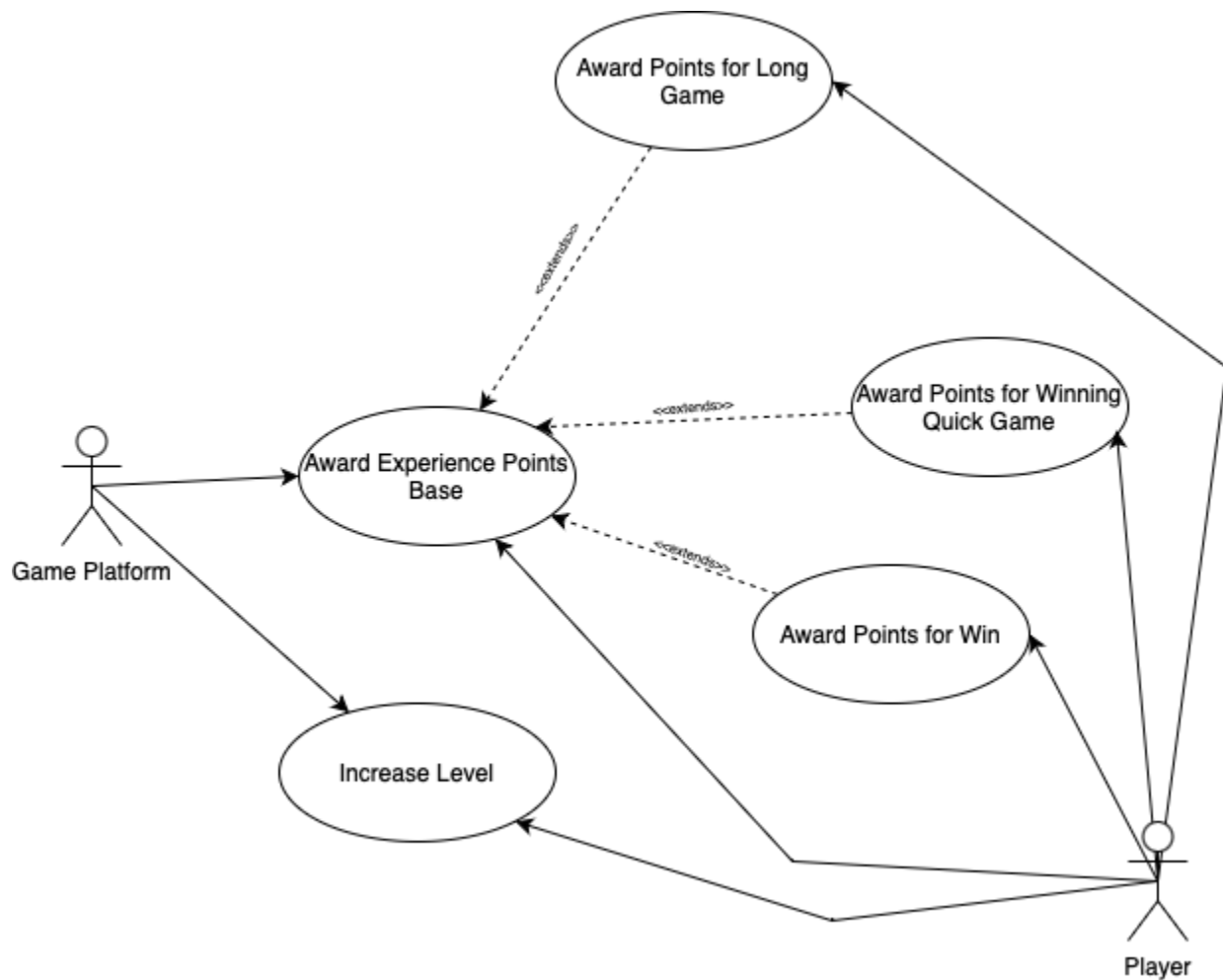
Use Case	Original Version(<i>statistics_use_case_descriptions.pdf</i>)	Updated Version(<i>Matchmaking_Use CaseDescription.pdf</i>)
Match Players Based on Experience Level	<ul style="list-style-type: none"> - Primary Actor: <i>Game Platform</i> - Postconditions: <i>None</i> 	<ul style="list-style-type: none"> - Primary Actor: <i>Player</i> - Postconditions: <ul style="list-style-type: none"> • Match success with player of similar experience • Both players notified and transitioned • Match is logged for analytics
Adjust Matchmaking Based on Session Intensity	<ul style="list-style-type: none"> - Primary Actor: <i>Game Platform</i> - Postconditions: <i>None</i> 	<ul style="list-style-type: none"> - Primary Actor: <i>Player</i> - Postconditions: <ul style="list-style-type: none"> • Matched using effective matchmaking level • Session intensity considered • Match data stored for trend tracking
Handle Matchmaking for Highly Skilled Players	<ul style="list-style-type: none"> - Postconditions: <i>None</i> 	<ul style="list-style-type: none"> - Postconditions: <ul style="list-style-type: none"> • Match via expanded criteria or alternatives • Maintained wait time standard • AI/cross-region flags added in match data
[NEW] Alternative Matchmaking Strategy (AI/cross-region)	Not present in original document	New Use Case Added: <ul style="list-style-type: none"> • Describes fallback when standard match fails • Uses AI or cross-region if accepted • Logs transparency and metrics

Key Additions in Updated Document:

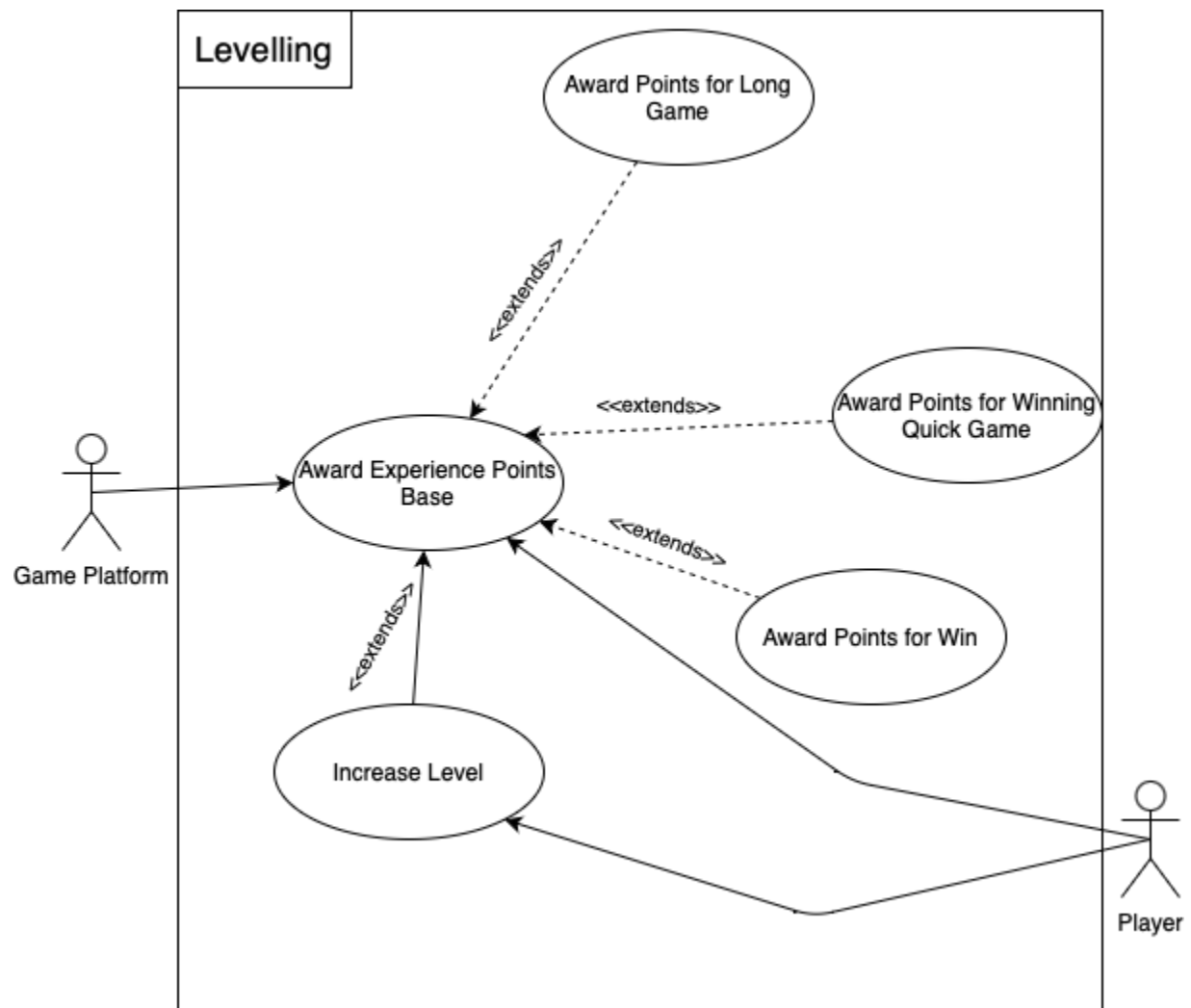
- Primary Actor Changed that is Game Platform → Player
- Postconditions Added: All use cases now define outcomes
- Logging and Metrics: Match records & session trends now logged
- Fallback Strategy Added: New "Alternative Matchmaking Strategy" use case

Use Case Diagram: Levelling

Before:

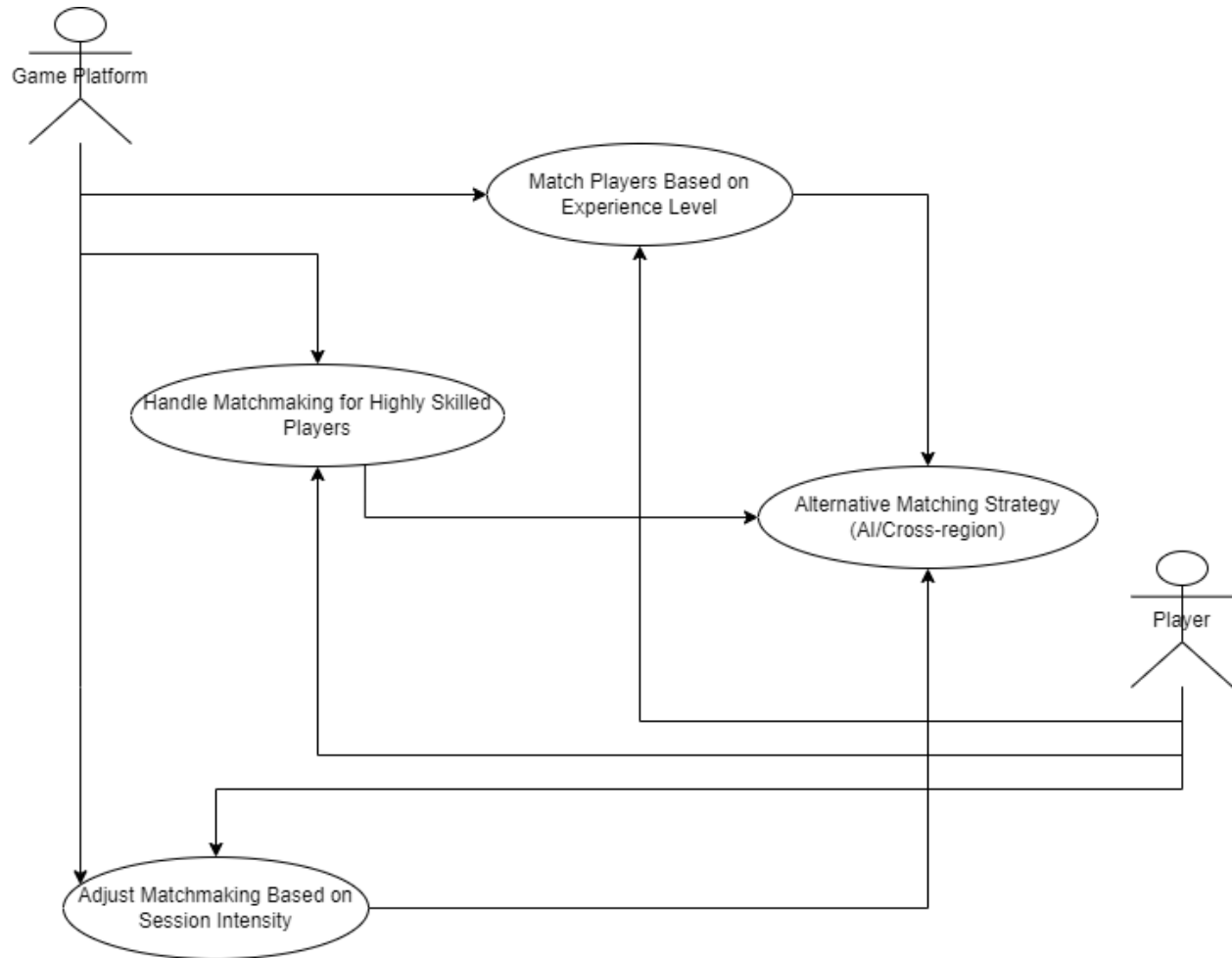


After:



Use Case Diagram: Matchmaking

Before:



After:

