Letter Draft:

General Critique and Constructive Feedback:

Bravo team presents very intriguing ideas for their designs to make this multiplayer board game platform. The supporting files consisting of use case diagrams and descriptions, UML class diagrams, and UI mockups were included and reviewed. This document contains our critique of Bravo team's submissions, and this section will broadly summarize our notes on their planning, syntax, and overall design.

They have planned for their multiplayer board game platform to include the games Connect 4, Tic Tac Toe, Chess, and potentially Go. They integrated additional features like chatting between players and MFA for added security. Additionally, their UI mockups are impressive and visually appealing in their design. Their strengths lie in their user-friendly design and thoughtfulness for user protection.

The greatest issues had to do with integration and planning of the project. There was a serious lack of consistency that made the project challenging to understand and may make it hard to implement. There are many contradictions between the different use cases, as well as many differences between the use case diagrams and the class diagrams. Syntax and grammatical issues amplified these problems. We believe there was a severe lack of communication between teams, especially the Game Logic team, that caused these issues.

Although the initial design from Bravo team was interesting to read and has promise, however, poor communication between teams and difficulties meeting deadlines resulted in planning and execution challenges that are reflected by their disorganized submissions. Unfortunately, this has led to the project plan being too complicated and inconsistent to work on and interpret, which may severely affect their ability to finish their project in full. We liked the way Bravo team was prioritizing the user experience and think they could have gone even further with an accessibility and an anti-cheat system, as well as a more thorough and achievable plan to make development on the project much easier.

Diagram Corrections and Changes:

See *annotated_docs_p2.pdf* pages 5 to 12

Feature Requests:

The features proposed are a turn timer and chat restrictions.

The turn timer is a countdown that requires the player whose turn it is to make a move, or they will lose automatically. This will affect both the game logic team who will have to handle the logic surrounding the timer and the UI team who will have to create objects to show the countdown to the players.

The chat restrictions will include efforts to restrict spammers, avoid exploitation of the guest account feature, allowing players to block or restrict other players, and the creation of a database of restricted words and phrases. The implementation of these will place limitations on players' ability to send messages or challenges under certain circumstances. Implementing this will affect the teams controlling messaging, challenging, and friending as well as the UI team that will have to create objects to allow players to block or restrict other players.

For further detail see *feature_proposals_p2.pdf*