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Looks like Josh was very eager as it shows 3 games that you can play, I chose Chess. After creating an account and signing in it shows my account name & that I am online like 6 or so times instead of what I'm assuming should be just once. Then I tried to create a game to play and from the first window it let me to the play game page that shows the board and some details that says waiting vs. waiting and to the side of the board it says current turn: waiting but from the 2<sup>nd</sup> screen I got these exceptions  
NullReferenceException: Object reference not set to an instance of an object.

- Chess\_Final.DB\_Manager.DB\_Connect.GetUserData(Guid UUID) in DB-Manager.cs

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```
160.         Player? player = new(data.Username) { PlayerID =  
            data.PlayerID, Wins = data.Wins, Losses = data.Losses };
```

- Chess\_Final.PlayerManager.PlayerManager.GetPlayer(Guid UUID)  
in PlayerManager.cs

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```
53.     Player? data = dB_Connect.GetUserData(UUID);
```

```
Chess_Final.Blazor.Components.Pages.LobbyCard.OnParametersSet()  
in LobbyCard.razor
```

```
33. player = PlayerManager.GetPlayer(PlayerID);
```

So I couldn't play the game with a 2<sup>nd</sup> player and I couldn't make a move or do anything from the 1<sup>st</sup> screen.

As for the code the method, class, and variable names all make sense. I do see some private methods with starting letter in uppercase, when it comes to private methods and properties they should start with lowercase letters not uppercase, uppercase is saved for public methods and properties. You also have multiple classes in a single file in multiple places in this project, each class should be in it's own file. The whitespace is consistent throughout the project, as is the indentation. The code was easy to read and follow along with