

Report

Group 20 application review

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1 Introduction

The subject of this report is to review the application given by the audited group to ensure that it complies with the client's specifications. There won't be any code review as we were only given the code executable.

2 Review

2.1 Menu

1. Open state: Opening and loading a .stat file is working.
2. Open Timeline: Opening and loading a .tlin file is also working.
3. Save Sate: not implemented yet.
4. Quit: The Quit button is correctly implemented.

File Menu is correctly implemented and working without noticeable bugs. The group also implemented a mechanism that prevents users from selecting a wrong file extension which is a plus.

2.2 Control commands

5. Button « |<- »: Putting back at the initial state is working.
6. Button« |> »: Start and stop triggers aren't implemented yet.
7. Time double spinbox: Correctly implemented
8. Speed spinbox: Correctly implemented but has no effect on the timer
9. Score label: Label is shown but the actual score is not implemented yet.

The control panel is nicely done with a good spacing. However, the speed button doesn't need to be that wide.

2.3 Display zone & Window default policy

Default display and map resizing are done and work as it should be. Dynamic resizing is also working perfectly well.

Regarding the default policy, the error detection is working when loading a fake .stat file and the title is correctly updated when a given file is loaded. When the window is resized, the map cannot go lower than 200 pixels. Time and speed are correctly displayed and configured. The only missing point is to link the start and stop button to the time double spinbox to display the right timeline at a given time.

3 Evaluation

To evaluate the work given by the group, we used the below grid. We tried to evaluate the work by giving points representing all aspects of the client specifications based on the complexity of the task. The complexity is evaluated based on our own experience.

#	Task	Points	Evaluation	Notes
1	Menu	4	3	Save state is not implemented
2	Controls	4	3	Play doesn't work
3	Window: title	1	1	The title is updating
4	Window: dynamic resizing	4	4	The window behaves correctly
5	Window: Limits	1	1	No objects are off-limits
6	File browsing	2	2	Loading .stat & .tlin works
7	Application: State rendering	4	4	The rendering is done correctly
8	Application logic	2	2	The overall logic is respected
9	Error handling	2	2	The errors are correctly handled
10	Application build	n/a	n/a	We only received an executable
		24	22	

	Total	22/24
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4 Conclusion

The group has well implemented all the major tasks required by the client and did an excellent job on their project so far. The only missing tasks are the play button and the "Save state" button.