## Review “Série 1” Group 13

## Initial state when opening the program

When we opened the application, there was already a gray square forming the board. The square should only appear when we load a state or a timeline.

## File opening error

If opening a file is canceled or doesn’t work, it should sound a beep. This feature is missing.

## Simulation control buttons

We can start the animationwith the button, however it’s impossible to reset the animation to its initial state. Speed controls are working well.

## Resize

The background resize is working, but there is no scale factor for the scene objects. Positions stay the same and scales too.

## Files control

Quit button and saving state are working normally. The load buttons are working meanwhile you don’t try to load and cancel load. Manipulation and more details in the following point.

## Files loading errors

Errors are indeed displayed in the console, but if you try to load files and cancel multiple times it crashes. Timeline crash when :

* Start a program
* Cancel a state loading
* Cancel a timeline loading

## Animations

All the animations are working well.

## File type

While loading or saving a file, the file type wanted is .json however the file type should be .stat and .tlin for a state and a timeline respectively. Nevertheless, if converted to a json, the files are opened correctly.

## Display

When a file is loaded, the window should change its name to the name of the file. This feature is missing.

## Save state

Saving a state doesn’t save a state but loads one.