

# Peer-Review 1: UML

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Valutazione del diagramma UML delle classi del gruppo AM47.

## Lati positivi

- It's good to get started on additional features and to express them on the UML (chat, player connection, etc...)
- Already having an idea on how to manage the GUI for every class that needs it
- Good granularity in some aspects of the game: objectives (Mission class)
- Nice division of public and private methods

## Lati negativi

- Not properly using the arrows: direction (ex: interface arrows need to be reversed), type (ex: an interface has no components and can't be pointed by a "non-implementation" arrow), description (properly defining the amount and name of the attributes it describes)
- Clarity is highly dependent on many long descriptions written next to each class
- Some of the public attributes are most likely intended as "seen by everyone", instead of "modifiable by other classes" (and vice versa)
- Some attributes are only expressed by an arrow without having a name (ex: "MissionSelector" or "starterShop")
- Non-instantiable classes can be expressed as abstract (ex: Card)
- Some setters have no arguments
- Some homonymous methods in different classes have unclear expected outcomes (ex: the method "placeCard" in Player and in GamePlayerMap)

(As a note:)

Some class differentiations seem not as "object-orientation friendly" as they could be (ex: the different objectives have different classes not based on what they ask the player, but based on what is easier to implement together).

Unclear/confusing names for some classes: ScoreCard and PlayerScore, Objective and Gold cards.

## Confronto tra le architetture

- Greater use of interfaces
- Different management of enumerations: we decided to avoid the, many times useful, "None" value
- Different implementation for the information regarding the corners of the cards (we used an entire class to express a corner)
- We have the same approach in managing resources and items scores