

Iprog peer review — Chess?

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Running app

The app as a whole looks really good, the tabs along the top make it really easy to navigate and look around. The visual design also looks really good. If I wanted to check or change something I could usually find it instantly without experience. There are some minor problems worth taking up though.

Sign-up

When signing up every field had an error when any field was filled. Upon typing just a single “a” in the display name both the email, password, and agreement fields error. This is quite annoying, but it’s not too bad. Also if you click on the non-functional “Terms”- or “Privacy Policy”-links in the signup page it pushes state to the history and it becomes annoying to go back.

Login

Nothing much to say, just that when logging in after a refresh you get redirected to “/login”, which is just a blank page for some reason.

Profile

Since this page only has the ranking and a prospective match list you could consider renaming it to “ranking”. It also doesn’t track bot matches, but you probably only want to track user battles or just haven’t finished that yet.

Settings

Since this page contains no real settings for the page and is only used to change profile info it might be a good idea to put the “profile” tab name here instead. The “help and feedback” part also seems out of place. I would not search for it under “settings” and I would propose you add an “About” tab for things like that. There is also no way to change your password, which seems odd.

Play

I don’t have anything to say about the start page other than that you have missed printing the profile name and are instead printing “Bob”.

When it comes to the game screen itself I have some complaints though.

- The clock is quite short. This made it a bit harder to do testing as any testing had to be done in less than a minute.

- There is no indication that it is your turn, you have to look at which clock is ticking down. This is less of an issue when playing against the bot, as it is pretty much always your turn. I think this will be a real issue when playing against humans since they will take some real time to execute their moves. Maybe some splash text when it's your turn, and possibly a sound queue.
- The clocks themselves are quite hard to notice. If you want to keep track of how much time you have left you have to look at some really small text in the corner. There is also no difference between you and your opponent's clock, maybe place your own clock next to the board in a larger font.
- There is no explanation for why you lost the game, timeout or mate. When first testing I didn't even notice there was a clock, and I was very confused when I randomly lost the game. Just writing "mate" or "timeout" in the alert would be enough.
- The order of players is a bit odd. As a player against a bot, I expected to be player 1 and the bot to be player 2. This compounds the issue with keeping track of the clock. Just replacing those lines with my name and "bot" would clear this up.

Code

Not having much experience with React I can't comment too much on how idiomatic the code is, but it seems very nicely split up with everything separated as MVP and the grading criteria require. The code itself is readable with proper, consistent indentation and unified naming. The code seemed DRY, with reservation for the fact that I don't know how much of the boilerplate is reasonably removable. The code isn't structured like the course was, but it uses a much better system that looks more like what React recommends.