

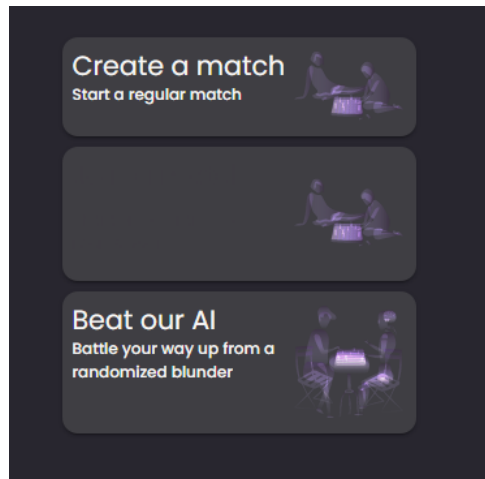
Architecture/code

The architecture of the code looks good. Files are separated into folders with appropriate names. Every file has only one purpose that I can see, and all files follow a good naming convention. The project is following a good architecture.

Usability/User experience

Very pleasing application for the eye. Looking really nice. The colour scheme with the background looks good. The app feels responsive. Some small things will be listed below but it could be that these only appear now and will work later when you have been implementing more things.

In the settings menu I have a scrollbar that does not have a use. The only thing that “brakes” is that sometimes the text disappears from the buttons (see pic). Could maybe be because you have not implemented the function for said button.



When playing against the chess AI the turn timer does not reset when a move has been made, which makes it impossible to complete. It could be an idea to let the user choose which puzzle to play, or maybe which difficulty.

For an inexperienced chess player it can sometimes be hard to know which color I am, but this is mostly because I am not very good at chess.

Web APIs

The API-calls work well and the game is playable. It is possible to create an account and log in with it afterwards. Data like name and everything else is persisted and saved.