REPORT

CSCI P532 OOSD - Assignment 6 – Team 3

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***Pros***:

* Properly use of final and static keywords and no magic number and no random constants.
* The structure was very generic in the sense that everything is a sprite and both actions and events can be attached to the sprite irrespective of the game. The structure was events centric rather than sprite centric.
* Since the code was well structured, it was easy to debug it.
* The design patterns were appropriately used and different design patterns for various features of the application were implemented.
* The code followed good style guide and also had good Java and object oriented programming.
* Code was well separated and well encapsulated. Each event/sprite/action was independent was each other.

***Cons***:

* Many unused imports and unused variables were there.
* No custom exceptions used.
* Strings were directly used in switch case instead of mapping strings to enums or using string compare API.
* No documentation for classes.
* No code comments so it was very difficult to understand the code flow.
* Inefficient use of log4j (single level of logging used) and too many log files were created which makes it difficult to debug the code.
* Only JUnit test cases no Mockito test cases added at all.
* Test Cases mainly comprising of getters and setters and null objects were tested for comparison..
* Try-catch errors were not logged at some places.
* The user input does not guarantee to make a working game so it is difficult for the user to create a perfect game. No validations on user input, it just paints the sprites and once you click “Play”, the game starts irrespective of whether it is playable or not.
* The game making is confusing, certain options should be enabled/disabled depending on the sprite in order improve user experience and making it easier for user to build a game.
* Tightly coupled code so it required a lot of time to figure out how to add a feature into the code.