**Date**: April 29, 2013

**Subject**: Beta Testing Feedback for Dots & Boxes Implementation

**To**: Robin, Anji, Manisha, Saikat

**From**: Lin, Chisomo, Matt, Russell

Team,

Thanks so much for getting a version of the .NET implementation to work on Windows XP. I successfully installed it just fine with the latest version sent on Sunday evening. Your implementation is quite nice, and very impressive that you were able to develop two versions – one in .NET and Java. Your ability to support multiple grid sizes is great; we wanted to do this, but the implementation to support it was causing us difficulty and we were running out of time. We did not run into any game logic problems in either version while beta testing.

## Compiled Feedback:

### Player .vs. Player - .NET

* Originally a problem with installing onto Windows XP, but the latest RAR and installation program delivered on Sunday April 28th installed just fine.
* Clicking Help | About Dots & Boxes brings up a help dialog; however, when clicking the X to close the dialog, it presents an error stating “Dots and Boxes encountered a problem and needs to close.”
* Suggest adding an icon to the program executable.
* Maybe would be nice to have the grid bigger and centered in the game playing area. The game area is sized to support the largest grid size, but when you select a smaller grid size, there is unused space.

### Player .vs. Computer – Java

* When the game first comes up, it defaults to a 3 X 3 grid, I didn’t realize you could choose a different grid size until I selected Game | New Game. I might be nice to someone illustrate to the user when they first start, they can choose a different grid size.
* Very impressive that the game supports different number of rows and columns; it doesn’t have to be a 3X3, 4X4…etc. grid size.
* After making a line selection, the line color turns grey. It might be nice to keep the line color of the player who selected the line.
* Really like how once a square is owned, it fills it in with a red circle or a blue square. It makes if very apparent of which player owns the square.
* Once a game is over, the game results dialog box is not centered with the game board, but shows up in the center of the screen, as if it is disconnected from the game. I would try to get this centered with the playing area.