In order to hopefully get better and more applicable feedback, here are some things about his project that I am aware off, or that I suspect might be the case:

**Programming**

Participant:

* A lot of my RPC data could probably be bytes instead of ints, it was mostly force of habit and unfamiliarity with that datatype that stopped me from doing that in the first place
* I have a lot more methods than I strictly need, because RPC methods can also technically do other stuff, I wanted to separate them as much as possible so I could avoid errors while getting used to the framework
* My implementation of the Query system as a huge switch-statement is highly questionable to me, but I could not come up with a better solution in the given time

UIMan:

* There are too many cross-reference calls between this and the Participant, if I did more planning beforehand, I could have streamlined this a lot better
* The implementation of the selection buttons is highly suspect to me, since I basically have two arrays and just assume nothing will ever mess up in their order, as I reference both to make a connection from Button to Player. More details on this in my comments

**Design**

The following are features I wanted to add in general but did not have the time in this prototype+ fashion. (aside from obvious things like sound, better visuals, and feedback on UI-interactions):

* Undo-button: this is a very common and commonly forgotten feature in online boardgames, it could for example be used to go back to the action selection from the target selection interface
* A reminder for what Action the player is currently taking, something like “your turn” or “Choice regarding claim” goes a long way in terms of context
* A time limit on the query choices to speed up gameplay with many people
* A warning/limit when you try to steal coins from someone who has no coins (for the longest time my method for that actually returned an appropriate Boolean, I just scrapped it at the last minute)

Here are some resources to help with the evaluation:

Game Rules: <https://www.ultraboardgames.com/coup/game-rules.php>

PUN documentation: <https://doc.photonengine.com/en-us/pun/current/getting-started/pun-intro>

Disclaimer: I do not own the rights to any of the assets used in the creation of the visuals on screen. They belong to Indie Boards & Cards, sketchuptextureclub.comand flashlarevista.com respectively for the Artwork and Icons, and the wood textures.