

Extensibility of the product:

Similar to the feedback from the advisor found in Criterion E, an extension of the product would be the ability for users to click on the piece instead of inputting coordinates. Another improvement is to also create better images for the pieces that are perhaps easier to understand. It is hard for players to keep track of the hierarchy of pieces based on their symbols, therefore it would be helpful if there was a symbol and also an abbreviation to describe the rank, or simply a number. The graphics and images can also be improved in terms of the image quality and the attractiveness. Another extension to the product could be to implement bots, so that a player would not have to always find a partner to play with, and can practice their skills and strategies by themselves.

This product can be maintained by a third party since the code is well documented and programmed with an object oriented approach. There are also methods that perform a specific function such as obtain input from user and process information. This game can also be easily integrated into another system, for example a game website. There may be issues though, with the executable jar file, since the java terminal window only works on the command line. However, if all user interactions were programmed with java Swing, then all interactions can be made on the JFrame and no terminal windows would be needed.