**Major Aspects:**

**Completeness:** Although we did not complete 5 games as per the project title our overall goal of a scalable game hub was absolutely achieved, thus the project is complete.

**Appropriate Complexity:** There are differing levels of complexity present in our project but either way, we 100% met the complexity requirement. Between all of the games we’ve coded, several use impressive and unique features that we researched and figured out how to use ourselves.

**Version Control:** We utilized GitHub throughout the creation of our project as version control by committing our changes at major milestones. Here is a link to our GitHub page:  
<https://github.com/Tanner-ui/OODProject.git>

**UML Class diagram:** We’ve attached our UML class diagram as an NCP file in our submission; it contains a complete diagram of our entire project.

**Documented Test Cases and Testing:** You can see several examples of testing in our GitHub version control history where we tested various aspects and developed solutions to possible problems.

**OOD-Specific:**

**Classes and Their Components:** There are greater than 4 classes in our project that are not windows forms and even more if you do include the forms.

**Inheritance:** We have an abstract base class that most of the games inherit methods from.

**Encapsulation:** We’ve encapsulated the necessary data for each game into its own class.

**Polymorphism:** We’ve included a method in our abstract base class that is overridden in several subclasses to incorporate polymorphism.

**Abstraction:** Abstract base class along with an abstract method.

**Advanced Topics:**

**Code Organization:** We’ve organized our code utilizing folder to make it look pretty and be functional, we’ve also used regions in several areas to make the code more readable.

**SOLID Principles:** Our code meets all of the principles of SOLID fairly well, particularly single responsibility and the open/closed idea.

**Clean, Maintainable Code**: Although some portions of code may seem a bit rocky, it is mostly clean code that can be updated and maintained without too much trouble.