Project 3

User name: Team 2
Name: Team 2

Criteria	Maximum	Score
Working Product	50	47
Trello Issue Tracking	20	18
Unit Tests	20	19
Programming Style	10	9
Total	100	93

Comments:

Good job! Your product is impressive. It saves and loads the new files. It supports scrolling (although something's not quite right with the scrolling up and down). The item features mostly work, although their interface could be less confusing. Another suggestion: Anyone who actually uses the product will quickly tire of not knowing which arrow is which. Some arrow text should float near the arrow. The `PlayerModeGUI` class needs its own `main()` method. Otherwise, it can only be started by someone running Editor mode. Boxes still sometimes jump around when connecting arrows.

Your Trello issue tracking is pretty good. Some of the items could use more detail or explanation. REFACTOR CODE is particularly vague.

Your unit tests are quite good. The `PlayerModeCLI` stuff should have been separated into methods so that it could be tested without so much redirection of stdin and stdout. Also, there is a `newBoxInBounds()` "test" that isn't tested (and would be meaningless if it were).

Your style is also improved, but I'd like to see more comments, especially when the code is confusing. Also, the `Main` constructor is too long. It would benefit by being broken into methods.