

Project 3

User name: Team 2
Name: Team 2

Criteria	Maximum	Score
Working Product	50	48
Trello Team Management	10	10
Code Review Logs	10	10
JUnit Tests	20	13
Updated Timeline	5	3
Programming Style	5	3
Total	100	87

Comments:

Good job! Your program is functional. You can add and remove boxes and arrows. You can add text to boxes or arrows. You can play through a scenario in player mode. Zoom features would be ideal, as would be some simplification of the UI.

Your use of Trello seems effective.

Your code review logs seem solid, reflecting what people did.

You have a fair number of JUnit tests, but most of them don't make sense. You need to "test" the tests to make sure they work. You have a few tests testing getters and setters for your classes. Those make sense, but they aren't very useful. In other places, you add something to a list and then see if the list size isn't zero. You're...testing `ArrayList`? That wouldn't make sense unless you wrote `ArrayList`. Your most valuable tests are when you test to see if a point is inside of a `Box` or `Arrow`, but these don't test the code to see if it works, only if it reports that the point **isn't** inside. You create many lists for no reason.

Your timeline doesn't go to the end of the semester. Surely, the value of a timeline is the plan for the future.

Your programming style could use some work. There are few comments. Your `main()` method is enormous. You have a lot of unused material commented out. Get rid of it! If you want to see it later, look on GitHub. Also, you commented out the markers that Git uses to mark conflicts. Those markers should be removed when the conflict has been resolved.

