Project 4

User name: Team 2
Name: Team 2

Criteria	Maximum	Score
Working and Polished Final Product	40	37
Demo	10	10
Manual	20	19
System and Release Testing	15	14
Client Feedback	10	9
Programming Style	5	4
Total	100	93

Comments:

Great job! Your final product works well. It allows the user to create a rich game, using arbitrarily complicated items. It can zoom and scroll. It's relatively attractive, although many aspects could be easier to see and understand. The player mode GUI is horrifying to look at. The Items Given changes even if the user adds an item but does not click Save and Close. Hitting Ctrl+S doesn't save the current file, prompting you to enter the file again. Also, hitting Ctrl+X doesn't prompt you to save.

Your demo was fine. Note that light gray text is hard to read on a purple background.

Your manual was good, but you didn't explain items clearly enough. Items are confusing!

Your tests seemed reasonable, but you didn't fix the bugs found by your testing.

As for client feedback, I think you guys did a nice job. Some of the saving functionality is the most annoying, but a little polish could have this thing pretty usable.

In terms of style, your code should have more comments. Also, `PlayerModeGUI` and `PlayerModeCLI` should inherit from a common class to avoid duplicating code.