

Project 1 Draft

Team 4

Names: Kaitlin Dosch, Connor May, Dominic Ravagnani, Diane Smith, and Julia VanLandingham

Criteria	Maximum	Score
Introduction	10	10
Overall Description	10	8
Interfaces	10	8
Functional Requirements	40	38
Non-functional Requirements	20	18
Spelling, grammar, style, and formatting	10	9
Total	100	91

Comments:

- The product functions are good except that they are clearly based on description of a physical game without making the necessary changes to an electronic version.
- Your interfaces are largely good, though I expect some changes to your UI will be necessary. Pictures of the ships are less useful than showing the number of squares they take up visually. There are software interfaces you need: specifically Java. For hardware, I assume a mouse, keyboard, and monitor are needed.
- Your functional requirements are good, but you left out sending moves over the network. You also said nothing about the strategy an AI opponent will use.
- Communication should probably be much faster than 0.5 seconds. Some explanation of what a "low security application" means would be valuable. Also, some target rate for how often your program should crash should be included.
- Your style can be improved mostly with changes in capitalization to be more consistent, but there are a few grammatical mistakes as well.