Project 3

Team 4
Names: Kaitlin Dosch, Connor May, Dominic Ravagnani, Diane Smith, and Julia VanLandingham

Criteria	Maximum	Score
Working Product	50	45
Trello Team Management	10	10
Code Review Logs	10	10
JUnit Tests	20	20
Updated Timeline	5	4
Programming Style	5	5
Total	100	94

Comments:

Great job!

Overall, it's an impressive submission, with the game actually playable against the computer. There are still many things that can be improved: The X's don't scale to correct button size on my computer. Network connections happen, but networked games are not yet possible. On the main screen, it's possible that a menu (`JMenu`) might be a more attractive alternative to the three buttons at the bottom of the screen. Platform look and feel support would be nice. An option to play again would be nice. Color coded ships would be nice.

Your Trello use is excellent.

Your code review logs are fine, particularly in tandem with your Trello boards.

Your JUnit tests are good (though they don't work in Eclipse without reconfiguration).

Your updated Gantt chart seems to cover everything it should, but it's not written as if you want it to be understood. What dates correspond to the weeks? Are you breaking up system testing into alpha and beta testing? Did you have to number Tasks 1-9 instead of giving their names?

Your style is good, but there are some files that could use more comments.