# Project 4

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

| Criteria | Maximum | Score |
|---|---|---|
| Working and Polished Final Product | 50 | 49 |
| Demo | 10 | 10 |
| Manual | 15 | 15 |
| Alpha and Beta Testing | 15 | 15 |
| Programming Style | 10 | 10 |
| Total | 100 | 99 |

## Comments:

Great job! It's a very impressive implementation and work of engineering.

Your final product is excellent. I have only a few complaints: It's initially hard to know which board is yours and which is the enemy's. A titled border could have helped a lot with that. I still think platform-specific GUIs would have looked better. The sound effects are impressive but loud and can't be turned off until you start the game. It would be nice if you could change computer AI difficulty in the middle of the game. Overall, these are small issues. It's a very playable, polished experience.

See attached demo grade sheet for more feedback about the demo.

Your manual is very good. It shows a great deal of effort. Your combination of pictures and text is effective.

Your testing seemed thorough. During development, you made it clear that you were improving the tests based on user feedback.

Your style is very good. There are a few places where some member variables should be marked `final`, and `endOptions` in `Player` should be in all caps since it's a constant.

# COMP 3100 Project Demo

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

## Overview of Product: 20 / 20

Nice demo!

## Explanation of Purpose: 20 / 20

Good explanation of purpose.

## Features: 18 / 20

Reasonable explanation of features. Are you assuming that everyone knows how to play Battleship?

## Response to Questions: 20 / 20

Good answers.

## Polish: 20 / 20

Well-formatted slides. Organized and clearly practiced presentation.

## Comments: