Anagrams with Fiends - Critique 3

Team VWXY

Point 1 - Youyang

- Why is the "State" a subclass of Table? You are using it as two separate classes.
- Since this app is multi-threaded, it doesn't look like functions like "register_flip_requests" and "state_before_turn_number" are thread-safe.
- What if turn num changes mid-operation?

Point 2 - Virginia

- Instead of preventing a `nil` password in the users controller, try putting this in the model:
  `validates :password, length: { minimum: 1 }`
  (I saw the comment about the built-in validation not working; hopefully this is different from what you have tried.)

Point 3 - David

- Javascript code need more comments.
- It's unclear which client side javascript objects represent the table, tiles, etc. Only global functions floating around (in game.js. coffee.erb).
- How do you plan to expand to multiplayer without these primitives?

Point 4 - Tiffany

- In your CSS, you define styles for `body` in three different places and files. Just put it in one place.
- A suggestion - to keep with the skinny controller and fat model idea, perhaps give the User a "reset_table" and/or "new_table" action, which can make it more modular by moving the `user.table = nil` and `user.save` out of the controller and into the model.