During the initial testing of the system, several flaws can be observed. The most obvious issue is a result of the mouse events; these are buffered such that if more than two actions are made, the last action is preserved until the next turn starts. In addition, the game board does not communicate with the player until they have selected a valid pair. Regarding data structure use in the system, the player.groovy class should be using pre-conditions to reduce the complexity of the nested case statements.

The issue with the mouse buffer arises when the more than 2 valid points are selected. The player manager will take the first two valid points as a pair to be checked. Any further valid points will wait to be written to the player manager, though only one point is stored and any additional points will overwrite this. Once the pair in player manager has been processed the valid point will be able to be written, and as such will immediately set the first point of the pair.

The communication issue occurs because the player only receives a board update following a successful match. As the controller exists as a pure server it will only send updates to each player when they make a request to register a successful match. Because of this any pairs already claimed are still visible until the update is made. Frequent requests to the server would remedy this by ensuring the players are in more constant communication with the controller.