

Project 4

Team 2

Names: Ian Boyer, David Carr, Samuel Costa, Maximus Latkovski, and Jy'el Mason

Criteria	Maximum	Score
Working and Polished Final Product	50	48.0
Demo	10	9.8
Manual	15	14.0
Alpha and Beta Testing	15	8.0
Programming Style	10	9.0
Total	100	88.8

Comments:

Good job!

Your project is very impressive. It is very playable and had so many features. There are, of course, still some bugs. I was unable to play the word "toy" in testing, which is in the dictionary. While the overall look is attractive, there are some elements of the layout and text that could be easier to read.

Your demo was excellent. I think a little more explanation of Scrabble rules might have benefited the audience. Your slide theme was effective, but the charts looked jarring on the background. In terms of presentation dynamics, the music was slightly too loud, and it would have been nice if more team members had spoken more.

The manual was very good. It didn't describe much in terms of hardware requirements like a monitor, mouse, keyboard, or speakers.

Your description of alpha and beta testing was two sentences. Most other teams submitted a separate document. I recall some information about testing from your demo, but you didn't submit your presentation file.

Your style and comments are largely good. However, you aren't consistent about whether one-line `if` statements and loops have braces or not. And there is at least one case where you put braces on the line after a loop header, unlike the majority of your code.