Project 3

Team 2
Names: Ian Boyer, David Carr, Samuel Costa, Maximus Latkovski, and Jy'el Mason

Criteria	Maximum	Score
Working Product	50	48.0
Trello Team Management	10	10.0
Code Review Logs	10	9.0
JUnit Tests	20	16.0
Updated Timeline	5	3.0
Programming Style	5	4.0
Total	100	90.0

Comments:

Great job.

It's a very impressive product. There are some things that could be done to make the GUI more attractive. A huge improvement would be to tell the user why a move is illegal. Also, a pop-up saying how many points were earned on a move would be nice. There is a bug that seems to be dependent on the order that tiles are placed on the board. For example, I tried to place TRAINED (with the D on the bottom right), and it didn't work if I built from right to left (placing the E first, followed by the N).
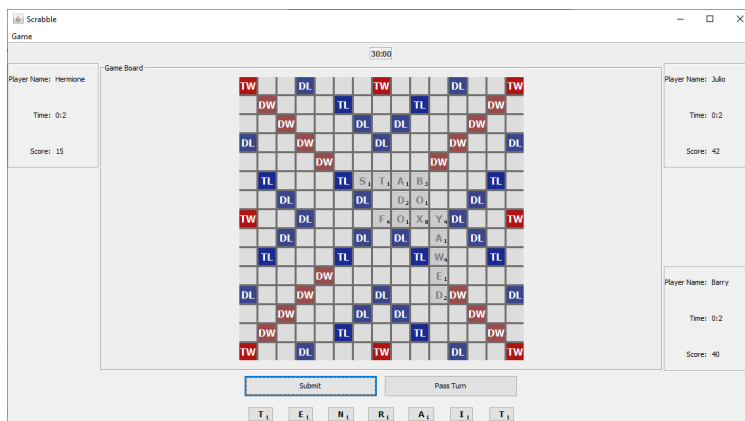
Your Trello management looks good.

Your code reviews are fine. I'd like a little more detail.

Your JUnit tests are on the right track. However, three of them get the wrong answer, and one of the crashes. I'd like a few more tests, especially some networking.

Your timeline is hard to read and should have more tasks and details. Note that testing tasks should appear on the timeline.

Overall, your style is good, but there are lots of classes, especially in the `controller` package, that don't have comments. What's going on with the deprecated classes, as well? If you don't use them, delete them.