Peer-Review 2: Communication Protocol

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Group 55

Group 54 Communication Protocol Diagram Evaluation

# Positive Things:

Show in this section what are, in your opinion, the positive things on the other group UML diagram.

Protocol is clear, concentrated and offer in a very specific way message’s argument.   
isRepliable() method and all the response mechanism leave the protocol light and avoid to check all the messages sent by clients. There are no problems about CLI or GUI Implementation

# Negative Things:

As in the previous section, show what you think are the negative things.

Non sono presenti sequence diagram e questo rende più difficile capire come effettivamente avvengano gli scambi tra clients e server, in particolare all’interno dei turni.

There are no Sequence Diagram and that make pretty hard understanding how exchange between clients and server happen, in particular during every turn

# Protocol Confrontation:

Identify Key Points in the Architecture of the other group compared to yours, and what are the adjustments that you can make to your Architecture to improve it.

While confronting both protocols, our is a textual protocol while Group 54 is based on java serializable Object, we noticed that our Document was longer and with more Messages Type, a bit more Confusing than their, while the presence of many Message Classes with more attributes make their document easy to read and organized, but also more complicated toward message exchange mechanism comprehension, where it would be useful to have Sequence Diagram as Reference for understanding it.   
We should take inspiration from their protocol to lighten the number of messages exchanged by Clients and Server.

We advise Group 54 to add some Sequence Diagram and write something about the “Repliable” mechanism.