Workshop 3 Feedback for Adam Österlund

Feedback from:

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The animation is triggered after the card is dealt, so if only one card is dealt there's no pause. Simply move the sleep to the top of the method.

The Game class is missing a dependency to CardObserver, since it is responsible for passing the object to players it should have one. [Larman, 16.11]

The menu choices are part of the controllers actions, therefore the ViewEvents enum-class should be a part of the controller, not the view. You should be able to change the entire view and the controller should still know the options. We did not find any references for this opinion.

All the ViewEvents are converted to (int) in the controller. This is unnecessary, just use the enum as it is.

The solution is good, but it is not implemented in InternationalNewGameStrategy, so there's still some duplication. [Larman, 21.2]

Some minor fixes in the code need to be dealt with, but overall a good solution!

[1] Larman C., Applying UML and Patterns 3rd Ed, 2005, ISBN: 0131489062