

# Project 2 Final

## Team 3

Names: Henry Dyer, Luis Garcia Soriano, Johnathan Kneice, and Tony Nguyen

Criteria	Maximum	Score
Introduction	4	4
System Architecture	8	8
Data Design	4	3
Component Design	12	11
Interface Design	16	15
Prototype	16	13
Milestones	12	12
Spelling, grammar, style, and formatting	8	8
Incorporation of feedback from draft document	20	16
Total	100	90

## Comments:

Great job.

The data design is good, but it shows the information I pointed out as missing in the controller when it should be in the model.

Your component design has been improved by adding some networking information; however, the `NetworkController` doesn't fully make sense. Your networking will likely not have a `receiveMove()` method, but it will have a reference to the `GameController` so that it can make a move when it receives one. It might make sense for it to extend the `Thread` class so that it can run independently.

Your interface design has been improved by cleaning up your state diagram. However, you changed the name from "Game Session menu" to "Game Board menu," a dubious improvement. You left the thing I was complaining about, the word "menu." A menu is a list of choices, which is not what the game play screen is. Also, the apostrophe is still wrong.

Your prototype was improved only a little. You still have a fixed screen size and no way to see whose turn it is. Your methods are still too long and complicated. I would have been delighted to help you find a cleaner way to write them. Your `Board` class still contains a static member. Your images and sounds are still in the wrong location.

Your milestones are a huge improvement. Are you staying on target with them?

Several aspects of the design have shown clear improvement based on the feedback, but the area I was hoping to see the most, the prototype, was improved at a fairly superficial level.