Peer-Review 1: UML

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Class diagram evaluation of group AM45.

1 Positives

- Conceptual division of CharacterCards between NoInitialEffect and InitalEffect cards

2 Negatives

- UML readability (connections between classes, names)

- Circular dependency between AdvancedIslandGroup and BlockTile

- Poor execution of encapsulation and hierarchy (attributes access modifiers)

- It's unclear how to access ExpertMode classes (AdvancedGame, AdvancedPlayer, AdvancedIslandGroup, etc.) with polymophism.
  Eg. coins management methods,

3 Suggestion

- it could be convenient to have a differtent class containing values that relate to rules: studentsPerCloud ,maxStudentsByType etc...

4 Architecture Comparison

Strengths:
- better design of character cards
Possible changes of our architecture:
- design of character cards