

Workshop 3 Feedback for Mathias Lundberg

Feedback from:

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Hard to follow the deal card animation, it just says the “dealer is dealing” and the card color/value. Would be helpful to have it say “the dealer is dealing {card/value} to the player/dealer”.

The Strategy rules are not part of the rules domain in the diagram, otherwise everything else reflects the code accurately.

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 MenuChoice 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.

The code is still duplicated in the rules that implement INewGameStrategy. [Larman, 21.2]

If the code duplication is refactored then, yes we believe that the solution has passed the criterias for the assignment.