

Peer review for ss223ck

Workshop 3

The delay functionality when the dealer/player is dealing rather feels like a bug instead of a feature. It would have been helpful with a message informing on what's going on. Instead it feels like the application freezes for a few seconds.

The application crashes with an unhandled exception when trying to press 's' (stand) button before pushing the 'p' (play game) button.

There are some dependencies in the SimpleView and SwedishView.

Application gives me this information:

Type 'p' to Play, 'h' to Hit, 's' to Stand or 'q' to Quit.

But, what if I change that information too:

Type 't' to Play, 'r' to Hit, 'u' to Stand or 'e' to Quit.

Would the application adapt to the information that has been changed?

Menu choices are part of controller. *InputEvents* enum should be a part of the controller, not in the *IView* (I did this mistake myself).

PlayGame class in the class diagram has an association to the *Game* class. *PlayGame* class should be dependent to *Game*.

The classes *DealerWinsStrategy* and *PlayerWinsStrategy* contains the exact same code.

RulesFactory is missing references to the *PlayerWinsStrategy* therefore makes it unusable.

DealerWinsStrategy works but *PlayerWinsStrategy* don't. There seem to be some relation issues *DealerWinsStrategy* and *RulesFactory*.