Cards Against Society

Milestone 3

SW Engineering CSC648/848 Fall 2019

Section 4

Team 203

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Revision #	**Version #**	**Date**
Milestone 3	Version 1	11/21/19
Milestone 2	Version 2	11/7/19
Milestone 2	Version 1	10/24/19
Milestone 1	Version 2	10/9/19
Milestone 1	Version 1	10/3/19

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1. Instructor Feedback

Home Page

- For the home page, the chatbox should have a private and public section where the private chat shall only be displayed in the lobby.
- The navbar drop down tab needs to be fixed. The text is being cut off on the right.
- Expand the chat box in the lobby to fill in white space.
- In the list room, the buttons need to be fixed so they don't stretch out.
- Fill up the wasted space.

Login

- Login page is too simple. Needs to have simplicity.
- More info is needed for the user on the login page.
- Add decorations that tells the user what the website is about.
- Register account needs to be bigger.

Registration

- The terms of service needs to be bigger

Game Room

- Space needs to be organized

Custom Cards

- The text is too small and needs to be enlarged for readability.
- Spacing needs to be addressed between cards.

Hi all,

I finished the offline check for M3. There are some minor problems that need to be solved in your repositories, but in general everything seems in order. I was going to send individual reports to the each team lead, but I decided to write a general email, instead, because most of those problems are generalized across all the teams.

Some common problems in your repositories that need your attention (if applicable)

1. Some teams haven't updated the main README file yet. That was a M0 task. The main README file should contain your names, roles, name of your project, a small description of the services and functionalities provided by your project (1 or 2 sentences max), and the url to your site. Fix this ASAP before M4 (if needed)

2. I took a quick look into your V2 documents of each milestones, and I saw that a few teams are not addressing the problems stated in V1 of those milestones. I must remind you that V2 of each milestone is the one that will be graded,

3. Contributions to the repo are not balanced. I see students with a lot of commits done, and I see other students from the same team with little commits. Again, number, content, and quality of work in commits is also graded. In addition, quality of the commits comments are graded as well. In the software industry, an excellent comment in a commit can save a lot of headaches and money when a bug needs to be fixed.

General comments about your horizontal prototype:

1. I told you this many times in class: simplicity is not equal to simple design. Simplicity in SW engineering is related to the concepts of a product being easy to use, and usable. Take that into consideration when you are doing your UI refactoring for M4 and M5. This is not a SW development class where you can do a simple project and you don't look back to it anymore. This is a SW engineering class and the quality of your project is part of your grade. So, keep that in mind. Also, your home page should state clearly what services your product is going to offer in a few words.

2. Yesterday, many teams did not implement all the storyboards. In addition, there were teams which horizontal prototype was a totally different version than the storyboards they brought to me. This is not acceptable in this class. This prototype was not graded, but make sure that your final UI is similar to your storyboards. Storyboards and mockups are there for a reason, and they represent the vision from the client about their needs in the product. If you change this, then you are putting your needs before the needs of the client.

3. I got many reports from team leads that students are committing to the repository or sending work at the last minute, and in some specific cases, just not sending any work at all. This is not acceptable in this class, Every time you commit or submit work to your team leads, they need time to review the work to make sure that everything is in order, and the quality of the work the one expected.

Please if some of the above apply to your team fix them ASAP.