

Peer Review

Compile Test: Source code compiles without any errors. The game is up and running. We directly get the feeling that the game is well done.

Documentation and Implementation consistency: It looks very good, we could not find any inconsistencies.

Realistic Game Test: Everything seems to work exactly as intended.

Controller View Dependency Solution: The dependency between the controller and view regarding play, hit and stand is handled in a good way with switch on enum representing the different choices.

Strategy Pattern: Nicely done with Dependency injection of RulesFactory into Dealer. Correct implementation with the RulesFactory that contains a GetHitRule method which returns a SoftSeventeenRule object that implements iHitStrategy.

Strategy Pattern (win rools): Yes! Perfectly implemented.

Duplicate Code: Duplicate code is removed.

Observer Pattern: Implemented perfectly fine.

Summary: We are very impressed of your way to tackle the challenges of this workshop. Seems like you spent a lot of time and energy to solve the tasks with high quality. The code is also easy to read, understand and maintain. **Grade 5.**