

COMMENTS ON DESIGN FOR CONSONANCE

BY TEAM CYL

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GOALS

- Your purpose is fine, and your motivation is thorough and includes reasons why the existing solutions don't work.
- Perhaps the goals can be more accessible/modular though. It may be more useful to your team if they are specific enough to be-- something that you can say you achieved or didn't achieve at the end of the project (ie. "implement a tournament ranking display", "implement a ranking algorithm")

MODEL

We don't understand why you have two models -- the username and the player, especially if they have a one-to-one relationship. We believe you can get rid of the Username model and store information such as email and phone number in the Player table as well.

SECURITY

We're not sure what you mean by *"To prevent players from submitting invalid data that could cause errors down the road, we will use client and server-side validation to check form input and requests to modify information."* Do you have an example of such invalid data?

CONCEPTS

Player: “Registered or unregistered user who is one of 4 players in a game and becomes a w.”

How would an unregistered user affect the behavior of the system?

Ranking: “...Players are able to move up in the rankings by winning games. “

Do players move down when they lose?

Rules: “A set of rules for games of pong within a group.” *How is this going to be presented/manifest itself within your app? Do you mean everyone who uses your app agrees to the same set of rules or is this concept a type of personal agreement / honor code outside of the app?*

CONTEXT MAP

- Nice context diagram in general!
- However, a little unclear how/why Twilio interacts directly with the user instead of your app acting as a middleman. An explanation of how the API works / how you plan to use it would be nice.

UI

- Page flow is good -- no dead ends
- Interesting choice to make sign in/sign up be the same page.

BEHAVIOR

Confirm games: What is an admin? How does one become the admin? Is it the creator of the group only? Can the ability to be an admin be passed off? Can there be more than one admin?

Handicaps: Could you elaborate on why this exists/how it works? “The app will give a handicap for the game.” -- does that mean the app suggests a change of rules for the game that the players should be trusted to abide by? Or is there some server-side weighting of the rankings?

CHALLENGES

We were confused by the section about groups and the implications for privacy. Under “pros” you wrote “Prevents everyone that uses the site from seeing your rank”

But in your final version, do you make it so that groups are separate from each other and you can not view any information about a group you are not in? (So essentially you do not even know about the existence of another player on the site if you do not see them listed in your group.)

This seems perhaps contradictory to your features description:

“The rankings list will be displayed on a page so the rankings of all players will be displayed.”