rerack.me Code Critique

by SXSW

Tracking Usernames, Not Users [JP-R]

The `Game` model uses variables `@winner_usernames` and `@loser_usernames`.

Suggestion: Only track `winners` and `losers`. Use helper methods to get their usernames. Then, no need to worry about keeping `@winner_usernames` in sync with `winners`.

Extra models for winners/losers [WM]

GameWinner and GameLoser don't seem like they need to be separate models, since a game has winners and losers through the Player.

Suggestion: Store the game with winners and losers as a single record rather than having to look them up in separate tables entirely.

Shortening Game Play Validations [ez]

If you choose to implement game with the suggestions above, the `all_user_found` and `users_are_unique` methods can be refactored by checking if a Game's Player's are unique and existing, instead of counting instances of winner and loser usernames

Mystery surrounding point transfer [vb]

Good job keeping the bulk of the app logic in the models and keeping the controllers skinny!

However, `transfer_points` function is rather mysterious. Without an explanatory spec, the algorithm and the "magic" numbers it contains appear rather arbitrary. (The logic makes sense upon closer inspection, but the constants are unclear.)