

Demo Day Notes Template

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Which features of your project worked the best or were well received during the demo?

- Likes the overall concept of the implementation.
- Liked the graphics and the polish of them.
- Liked the moving mechanics and how simple it seemed.

Which features of your project could be improved? Were there any features or interface elements that were difficult for users to figure out?

- Having the command prompt open as a separate entity from the graphics wasn't the best way to implement user input, obscured the board.
- Some short hand for player input.
- Wanted some way to be able to test the end state of the game in order to check it out.
- Mouse input would have made the program more user friendly.
- Indicator slots for location of possible moves.
- Numbers on spaces so it is easier to know what space is where (for purposes of making moves).
- Adding current player color to set of lines displayed in bottom of terminal (so they can know which one they are)

Did you notice anything surprising or unexpected? Did users find any bugs?

- When you hit a piece, that does not show up visually, even though the code has it stored correctly.
- After a while, one of the die and the doubling cube disappeared visually.
- Check out of bounds on moves (crashed the game).