Sprint 2 Feedback – Feb 6, 2014

# Client

* You seem to be using function pointers rather than an abstract class with methods on it that can have subclasses derived from it to take the place of function pointers. This is a more object-oriented approach to the solution. For example, you could have   
  class OnMouseHoverListener{  
   void handleEvent(SDL\_MouseEvent \*evt) = 0;  
   };  
   which could have subclasses created to define the handleEvent method. Then, you would put a pointer to this object instead of a pointer to a function.
* You only allow one handler for each event. It is often useful to have several handlers for each event and to create a vector of the handlers. When the event occurs, each of the handlers on the chain is called. This allows subclasses of GUI elements to inherit the behavior of their parent class and then augment it by adding new handlers to the chain.
* The GuiContainer contains lists of buttons, text elements etc. These are all derived from GuiElement so why not have just one list of GUIElements? Is this not simpler than maintaining separate lists? Then to draw the elements in the container you just go through the list of elements and tell each of them to draw themselves.
* GuiContainer does not inherit from GUIElement. Is a container not just another GuiElement which draws th4e elements within it? If it becomes a GuiElement, then you can place a container anywhere on the screen and have elements within it. This will require that you implement a pointer to the parent window for every GuiElement and offsets will become relative to the parent container.

# Server

# Network

# Database

* Skeleton code is missing the .sln file to open the project
* One thing that I do not see in the data structures is the concept of a game. It looks like the player is the equivalent of the game and uses a teamID to represent the game. It would be simpler to use a Game object to represent a game and then it would have a list of players and the structure of the game. This would yield one copy of the structure of the game rather than one copy per player which is what it looks like you have now.