**Impossible3 Reviewer Comments**

1. Very nice work on this.
2. Introduction is very good -- clean explanation so I understand precisely. Proofread it to make sure there are no grammatical errors.
3. The diagram is nice; it would benefit from some arrow heads to show direction of flow between the system states/parts
4. Thanks for including a table of definitions!
5. The project breakdown should match the diagram. “Application” and “High Score Database” are CSCs. “Main Menu” and “Core Game” are technically also CSCs. This is OK to do, assuming you are not going to have one gigantic class file called “MainMenu” that has all the rest of its components as “Helper Classes” or “Nested Classes”.
6. Pay attention (and fix) your requirements language. The statements you have are all “shall” statements.
7. Section 5.3.3, what is meant by “fair”? What is “increasingly difficult”? How are the difficulty levels changed? How many enemies at a time? How does that change?
8. Section 5.3.4, specify the types of enemies with a “will” statement, not numbered.
9. Try to separate requirements for the different systems; you have them all mixed together.
10. WEASEL WORDS: watch out for words like “reasonable”, “satisfactory”, “intuitive”, and “capable”. They mean different things to different people and are nearly impossible to specify.
11. You need more detail in the entire document, meaning more requirements. If I gave this document to the Juniors, would they be able to start coding the “Settings” module from these requirements and descriptions? I think that’s a “no”….

NICE WORK OVERALL!