Project 3

User name: Team 4
Name: Team 4

Criteria	Maximum	Score
Working Product	50	40
Trello Team Management	10	9
Code Review Logs	10	7
JUnit Tests	20	19
Updated Timeline	5	3
Programming Style	5	3
Total	100	81

Comments:

Good job. You have a semi-playable game with a player and an enemy who shoots. It's very hard (although if you stay right at the top of the screen, the enemy can't hit you). There are no weapons, power-ups, levels, or any play elements other than jumping. I was hoping to see more progress by this project. You have sound effects but no music. There are no settings or UI. Collision detection could be more exact, and a shorter blast from the enemy would make the game a little more playable.

Your Trello team management is reasonable. More detail would be nice, especially between project due dates, and it would be really useful if various tasks were assigned to team members or had due dates.

Your code review logs only cover two Fridays before the Project 3 due date. It's not clear who worked on what in many cases.

Your JUnit tests are mostly just checking if data is null or equal to starting conditions. More useful tests would be great, such as the one that tests to see if the projectile collides. However, it's impressive that you got your system testing, since it required mocking.

More detail on your timeline would be useful, especially since it's only talking about testing things, and there's a lot more functionality to add.

Your programming style isn't bad, but you have virtually no comments.